

EXPANDED PREHISTORIC COMPENDIUM



HOME BREW

by Sonixverse Labs



RAPTORS

Raptors are one of the smallest of all dinosaur species. Although they lack the titanic proportions of their relatives, they make up for it with their intellect, numbers, and speed. As a result, raptors are notorious pack hunters using skirmishing tactics to bring down much larger prey.

Raptors can be identified by their colorful feathers whose unique individual patterns and colors can often reveal its age and gender. Additionally, raptors are known to use their feathers to disorient their prey, intimidate their rivals, as well as communicate with other members of its packs.



RAPTOR TEMPLATE

medium beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 26 (4d8+8)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	6 (-2)	16 (+3)	6 (-2)

Skills Athletics +4, Acrobatics +4, Stealth +6, Perception +7

Senses darkvision 120ft., passive Perception 17

Proficiency Bonus +2

Challenge 2 (450 XP)

Ambusher The raptor has advantage on initiative checks. In the first round of a combat, the raptor has advantage on attack rolls against any creature it has surprised or if it has not acted yet.

Hooked Claws At the start of a grappled creature's turn, a creature grappled by the raptor takes 4 (1d6) piercing damage.

Keen Hearing and Smell: The raptor has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce If the raptor moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the raptor can make one bite attack against it as a bonus action.

Pack Tactics The raptor has advantage on an attack roll against a creature if at least one of the raptor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The raptor can make a bite and two claw attacks

Bite. *Melee Weapon Attack, +4 to hit:*, 5ft., , one target. *Hit* 7 (1d8+2) piercing damage.

Claw. *Melee Weapon Attack, +4 to hit:*, 5ft., , one target. *Hit* 6 (1d6+2) piercing damage. If the target is a creature, it is grappled (escape DC 12) The raptor can only grapple one creature at a time in this manner. While grappling a target, it cannot make a claw attack against another creature.



Blood Raptor

Blood Sense The raptor can know the direction of a creature below half its hitpoint maximum within 1 mile. This feature does not work on creatures that do not have blood such as plants, constructs, and undead.

Blood Frenzy When the raptor makes an attack against a creature below half its hitpoint maximum, it can make an additional bite attack as part of its action

Bone Raptor

- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Poisoned

Death Sense The raptor can know the direction of an undead creature within 1 mile.

Death Eater When the raptor makes an attack against an undead creature, it can make an additional bite attack as part of its action

Necrotic Adaption The raptor's hitpoint maximum cannot be reduced

BLOOD RAPTORS

These are the most common of all raptors and are known for their uncanny sense of smell and ability to track their prey. Their pack instincts and superior sense of smell makes them ideal companions or mounts for many hunters and mercenaries. However, these raptors tend to be especially dangerous and unruly whenever they catch the smell of blood which them to enter in a violent feeding frenzy.

BLOOD RAPTOR TACTICS

Blood raptors are very aggressive and will not shy away from attacking colossal prey or even other apex predators. They tend to hunt in large packs of about 13(3d8) members. Their favorite method of hunting is to target the weakest member of a group and harry it with a flurry of bites and claws before fleeing beyond the reach of its prey. When the creature is sufficiently bloodied and injured, the raptors close in for the kill latching onto the prey using its hooked claws to slow it down, bleeding it to death. If their target is much stronger than it, it will resort to hit and run tactics draining their foes stamina and then swarm it once it is exhausted.

BONE RAPTORS

Despite their intimidating appearance, bone raptors are quite peaceful creatures, at least towards other living beings. Although bone raptors are primarily scavengers feasting on corpses, they do possess an instinctual desire to consume undead as their primary source of food. Their body has adapted to hunt their undying prey causing them to develop an immunity to poison and necrotic effects. Their innate resistances, bone crushing jaws, and their ability to track undead make them ideal mounts used by many holy orders to seek out and exterminate the undead. Many necromantic cults also train these creatures as guardians of temples by keeping a generous supply of undead to feed them.

BONE RAPTOR TACTICS

Since bone raptors pursue a rather unique form a prey, their tactics differ greatly from their kin. Instead of stealthily stalking their prey, bone raptor packs tend to lure the undead into ambushes. Bone raptors know the dangers of their undead prey and will rarely engage large hordes of undead directly rather attempting to divert stragglers away from their hordes. Typically, 3(1d4) bone raptors will lure roaming undead away from hordes acting as living bait leading their quarry to an ambush where 5(2d4) raptors lie in wait.



Deep Raptor

- **Damage Resistances** Acid, Psychic
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned

Mental Fortitude The raptor has advantage on saving throws against being charmed or frightened.

Spider Climb The raptor can climb difficult surfaces, including upside down ceilings, without needing to make an ability check.

Subterranean Skulker The raptor has advantage on Dexterity (Stealth) checks it makes in dim light or darkness. While these conditions are met, it can use its bonus action to Hide.

Umber Skulker While in darkness, the raptor is invisible to any creature that relies on vision to perceive it. While in darkness, the deep raptor is considered invisible to any creature that relies on sight to see it.

Actions

Multiattack The raptor can make a bite, two claw, and a sting attack.

Sting +4 to hit; 5 ft., one target. Hit 6(1d4+2) piercing damage. The target must succeed a DC 12 Constitution saving throw or take an additional 7(2d6) poison damage and or become poisoned until the end of its next turn.

DEEP RAPTORS

Deep raptors have developed an alien appearance due to adaptation to living in the Underdark. No longer relying on sight, deep raptors can sense the footfall of creatures through vibrations in the ground and body heat. Their life in the Underdark has also given them hardened scales and particular resistance against poisons and mind altering effects. However, their most notable adaptation is their elongated claws that allow them to climb subterranean ceiling with ease and a barbed stinger used to incapacitate prey.

DEEP RAPTOR TACTICS

Deep Raptors hunt in small packs of 5(1d8). Having adapted to living underground, the deep raptors are able to use the shadows to evade detection even by natural denizens of the Underdark. This allows them to stalk and ambush their prey with ease. They use their environment to their advantage often dropping from the ceiling and lunging from tunnels to strike at their quarry. When they attack, deep raptors tend to target one or two creatures; quickly overwhelming them and dragging them off to the safety of the pack's lair where they finish it off.

Chameleon Raptor

- **Movement Speed** 30ft. climb

Camouflage Scales The raptor can use its bonus action to Hide, even with no available cover. These scales grant it advantage on any Dexterity (Stealth) checks it makes

Keen Vision The raptor has advantage on Wisdom(Perception) checks relying on sight.

Sneak Attack The raptor deals an additional 7(2d6) damage against a surprised creature or whenever it has advantage on its attack rolls. It can only benefit from this feature once on each of its turns

CHAMELEON RAPTORS

As their name suggests, chameleon raptors are the masters of disguise. Their scales have the unique ability to match that of their surroundings giving them the illusion of invisibility.

Their scales not only provide them a means to evade being detected by their prey and rivals, but also serves as an indicator of their mood. For example, their skin may turn red when angry or yellow when its not feeling well.

These raptors are also one of the rarest of their kind partially due to their elusive nature but also because their hide and scales are highly valued for its utility for camouflage and high-end apparel.

CHAMELEON RAPTOR TACTICS

Just like the rest of their kin, chameleon raptors are extremely clever and opportunistic predators. Their primary hunting tactics rely heavily on ambushes and guerilla tactics using their scales to seemingly vanish in mid air.

When hunting in groups, chameleon raptors prefer to focus on one larger target at a time, using their ability to disappear to disorient and isolate their foes quickly to wear it down through a series of calculated strikes.

Crag Raptor

- **Movement Speed:** Climb 40ft.

False Appearance While motionless, the crag raptor is indistinguishable from a rock

Siege Monster The raptor can deal double damage to buildings and structures

Spider Climb The raptor can climb difficult surfaces without needing an ability check

Spined Body Creatures that grapple or hits the raptor with a melee attack while within 5ft. of it takes 5(1d8) piercing damage.

Actions

Spines: Ranged Weapon Attack +4 to hit 20/80ft., one target, Hit 9 (2d6+2) piercing damage

Crag Raptors

Crag raptors find themselves completely at home on dangerous precipices and ravines. Thanks to their rock-like scales, they are able to easily blend into the rocky terrain that makes up their home. Thanks to their sharp claws and nimble reflexes, they are able quickly traverse steep cliffs to literally drop upon quarry.

They are also equipped an array of spines that covers its entire body. When threatened, they are able to fire these spines from a distance to deter rivals or immobilize prey from a distance.

Crag Raptor Tactics

Crag raptors are extremely clever hunters utilizing the terrain to their advantage. By combining their ability to climb difficult surfaces as well as blending into their surrounding, they prefer to stage ambushes by trapping their prey. If possible, crag raptors prefer to attack from an distance riddling them with dozens of spines before they even have a chance to escape.

If their prey decides to retaliate, they use their superior mobility to quickly stay out of the reach of their opponent. If their quarry continues to pursue, they will intentionally lead it to dangerous outcroppings and ledges where an inexperienced creature would fall to its doom.

PSEUDORAPTOR

STR DEX CON INT WIS CHA

15 (+2) 15 (+2) 14 (+2) 6 (-2) 16 (+3) 16 (+3)

Skills Acrobatics +6, Intimidation +7, Performance +7

Distracting Plumage When a creature targets it with an attack, it can use its reaction to cause that attack to have disadvantage

Pacifying Feathers When a creature targets the raptor with an attack roll or a harmful spell effect, it must succeed a DC 13 Intelligence saving throw. On a failed saving throw, it must choose a new target or lose the attack or spell. This effect does not protect against area of effects. Upon a success, creatures are immune to this effect from this raptor for 24 hours.

False Flight The raptor can expend any amount of its movement speed on its turn to vertically jump a distance equal to twice the amount of movement spent

Glide When the raptor takes fall damage, it must succeed a DC 10 Dexterity saving throw. On a failed saving throw, it takes half damage. On a successful saving throw, it takes no damage. The DC increases by 1 for every 10ft. the raptor falls above 80ft.

Actions

Charm(1/day) One beast that the raptor can see within 30 feet of it must succeed on a DC 13 Intelligence saving throw or be magically charmed by the raptor. It can make this saving throw with advantage if it is fighting the raptor. On a success, the creature regards the raptor as a member of its pack, family, herd, etc and treats it as one of its own. This effect lasts until the raptor ends it or does anything harmful to that creature. On a success, creatures are indefinitely immune to being charmed in this manner by this raptor and the creature knows it was fooled by the raptor.



PSEUDORAPTOR

Pseudoraptors are the most peculiar species of raptor. Pseudoraptors exhibit a fantastical array of feathers that shimmer with an otherworldly light. Such an appearance hints at possible exposure that their species experienced to the Feywild. However, their most interesting characteristic is that they never form a pack with their own kind. In fact, outside of mating, when they see their other kin as rival and threats engaging in bloody fights with one another. Instead, pseudoraptors use the magical properties of their feathers to enchant other raptors to believe that the pseudoraptor is actually part of its pack. They typically target pack alphas to enter the pack and eventually gaining acceptance from the rest of the pack. If a creature resists its effect, it does its best to either kill that creature or turn the pack against that creature.

PSEUDORAPTOR TACTICS

Pseudoraptors rarely engage directly in combat, instead it commands pack to hunt for it. However, it still does joins hunts to provide aid or to swoop in for the finishing blow. The pseudoraptor has numerous defenses if a creature attempts to target it. The mystical patterns of its feathers often daze and distract enemies long enough for its allies to come to its aid. Thanks to its advanced wings, at least in comparison to the rest of its kin, it is able to glide short distances quickly allowing it to escape from harm. However, if cornered, pseudoraptors are still just as dangerous as any other raptor due to its sharp claws and teeth.

Lotus Raptor

- **Damage Resistances** Poison, Necrotic

Blighted Fangs When the raptor makes a claw or bite attack against a plant, that plant cannot recover hitpoints until the start of the raptor next turn

Floral Hunter If the raptor makes an Attack action against a plant, the raptor can make one additional bite attack as part of its action.

Poison Resilience The raptor has advantage on saving throws against being poisoned.

Plant Camouflage While obscured by ample vegetation, the raptor has advantage on Dexterity (Stealth) checks. While these conditions are met, it can use its bonus action to hide.

Manhunter Raptor

Brutal Jaws Upon dealing a critical hit, it can triple the damage die instead of doubling it.

Favored Prey The raptor can deal a critical hit on a 18-20 against humanoids.

Humanoid Scent The raptor can detect the presence of a humanoid creature within 1 mile of it.

Maneater If the raptor makes an Attack action against a humanoid, the raptor can make one additional bite attack as part of its action.

Mimicry The raptor can mimic sounds it has heard, including voices. A creature that hears the sounds it makes can tell they are imitations with a successful Wisdom(Insight) check opposed by its Charisma(Deception) check

LOTUS RAPTORS

Lotus raptors are one of the strangest species of raptors, primarily due to the fact that despite their appearance, they are largely herbivorous. Their entire diet subsists completely of plants. However, despite their diet, they are still very capable hunters as their favorite prey are awakened or sentient plants.

Since lotus raptors are equipped a wide array of natural weapons that enables them to hunt awakened plants. They have a natural resilience against many forms of poison and necrotic attacks that seem to be a primary defense mechanism of many plants. Additionally, their saliva contains special enzymes that halts any regenerative properties that plants possess.

Because of their abilities and their appetite, lotus raptors are viewed as a bane of the forest for many floran entities; which often attempt to drive out these creatures from their forest homes.

LOTUS RAPTOR TACTICS

In general, lotus raptors prefer to keep their distance from other creatures. Their appearance seems to mimic that of plant life around it (for example its body feathers may resemble that of tropical leaves or flower petals). When threatened, they prefer to disappear in the forest relying on their natural camouflage.

However, in the presence of awakened plants, they are extremely brutal and efficient hunters as they enter into a hungering frenzy. Their first priority in combat is to nullify the regenerative abilities of plants with their bite and typically tend to focus on the larger targets assuming they have the numerical advantage.

MANHUNTER RAPTORS

It is believed that manhunter raptors are not natural creatures, but rather the result of alchemical or arcane creation. These creatures were created as weapons to wreak havoc on enemy lines and to find and eliminate targets of interest. Thanks to their uncanny sense of smell, they are able to pinpoint the location of a humanoid within a mile of it.

MANHUNTER RAPTORS

Of all their kin, manhunter raptors are one of the most dangerous (especially to humanoids), as the sole purpose of their existence was to track and slay humanoids. When given their quarry, a pack of manhunters will relentlessly hunt down their quarry.

Manhunter raptors prefer to use the element of surprise to gain the upper hand against its opponents and is willing to wait when their prey has let its guard down, such as when they are sleeping. They are also known to be extremely bold, sneaking into towns, traversing rooftops, and even entering homes to reach their victims.

In combat, manhunter raptors are intelligent enough to gauge the threat level of most of its opponents and will attempt to focus attacks on the strongest threats at a time.

If their selected quarry is in range, they will seek to isolate their prey using their ability to mimic human voices. Once the opportunity arises, they will swarm that creature; even risking life and limb if it means it has the opportunity to slay its chosen target.



MEGARAPTOR

Large beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 85 (10d10+30)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	6 (-2)	16 (+3)	6 (-2)

Skills Athletics +7, Acrobatics +6, Stealth +9, Perception +9

Senses darkvision 120ft., passive Perception 19

Proficiency Bonus +3

Challenge 5 (1800 XP)

Ambusher The raptor has advantage on initiative checks. In the first round of a combat, the raptor has advantage on attack rolls against any creature it has surprised or if it has not acted yet.

Hooked Claws At the start of its turn, a creature grappled by the raptor takes 9 (2d6) piercing damage.

Keen Hearing and Smell: The raptor has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce If the raptor moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone.

If the target is prone, the raptor can make one bite attack against it as a bonus action.

Pack Tactics The raptor has advantage on an attack roll against a creature if at least one of the raptor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The raptor can make a bite and two claw attacks

Bite. +7 to hit; 5ft., , one target. *Hit* 15 (2d10+4) piercing damage.

Claw. +7 to hit; 5ft., , one target. *Hit* 11 (2d6+4) piercing damage. If the target is a creature, it is grappled (escape DC 15).

The raptor can only grapple one creature at a time in this manner. While grappling a target, it cannot make a claw attack against another creature.



MEGARAPTORS

Megaraptors are the largest and most dangerous of all raptors. Their superior size, strength, and speed allows packs of these reptiles to easily dominate the local ecosystem, even driving out much larger apex predators. Despite their large size, megaraptors are unnaturally stealthy allowing them to easily ambush their prey. Thanks to their primitive wings, they are able to jump vast distances in a single bound allowing them to traverse the forest canopies with ease while hunting their prey.

MEGARAPTOR TACTICS

Their versatility is what makes megaraptors so dangerous. They will stalk potential prey for hours before making a strike sizing up any strengths and weaknesses. If the targets are smaller than them, each megaraptor will single out a target quickly overwhelming it and dragging it off into the forest before help can arrive. It uses this tactic to separate prey safely from a group or to lure prey into a bigger ambush. For much larger prey, they are not afraid to use their strength to knock their prey off-balance to provide its ally a window for the finishing blow.

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Tide Raptor

- **Damage Resistances** Acid, Cold
- **Movement Speed:** 40ft swim
- **Senses** blindsight 60ft.

Aquatic Camouflage While underwater, the raptor can use its bonus action to Hide

Hold Breath The raptor can hold its breathe up to 30 minutes.

Echolocation The raptor cannot benefit from blindsight while deafened

Nimble Swimmer The raptor can swim outside a creature's reach without provoking opportunity attack. While underwater, it can use its bonus action to Dash

TIDE RAPTORS

Tide raptors are a special breed of raptors that find themselves completely at home in the water. Their fin-like feathers enable them to nimbly swim through the water to catch small prey such as fish and crustaceans.

They have evolved a number of features to living an amphibious lifestyle. One of their unique abilities is echolocation that they are able to use to pinpoint the location of prey hiding in the murky depths of the sea. Their lungs have adapted to grant them the ability to hold their breath for 30 minutes allowing them to descend to the sea floor for extended periods of time.

They also have a number of defenses to protect themselves against underwater hazards. Their scales are coated with a film that insulates them from extreme environments underwater. It also has the unique ability to allow the raptor to become seemingly invisible whenever it is attacked by underwater predators.

TIDE RAPTOR TACTICS

As their diet primarily consists of small aquatic creatures, they tend to leave most humanoids alone unless directly threatened. If possible, the tide raptor will simply attempt to flee into the water where it can quickly escape from view.

However, it is not wise to underestimate them due to their skittish nature. If cornered, they are just as fierce and dangerous as the rest of their kind quickly shredding their foes in a flurry of teeth and claws.

Woolly Raptor

- **Damage Resistances** Cold

Ice Walk The raptor can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

While these conditions are met, it can use its bonus action to Dash

Insulated Body Upon failing a saving throw against an effect that deals cold damage, the raptor takes half damage. Upon a successful saving throw, it takes no damage.

Snow Camouflage The raptor has advantage on Dexterity (Stealth) checks it makes in snowy terrain with or if it is dim light or darkness. While either or these conditions are met, it can use its bonus action to Hide.

Snow Sight The raptor's vision is not obscured by snowfall, fog, or similar effects.

WOOLLY RAPTORS

Woolly raptors are a rare species of raptor that reside in frigid environments. Their thick down feathers provide them ample protection against the elements as well as sufficiently camouflage them against snow and ice. However, they have developed an uncanny relationship with wolves wherein packs of raptors and wolves hunt and live together. It is believed that such a symbiotic relationship developed as a survival mechanism to compete in the harsh polar ecosystems dominated by megafauna such as dire beasts, remorhazes, and mammoths

WOOLLY RAPTOR TACTICS

Woolly raptors often hunt in large packs of 2d6(7) and are often accompanied by a similar amount of wolves. Using their superior strength, the raptors latch onto their prey pinning or slowing it down thanks to their hooked claws. This provides an opportunity for the wolves to close in to rip into and finish off their prey. Interestingly enough, these joint packs are led by a single alpha regardless if it is a wolf or a raptor.



ALPHA RAPTOR

Abilities

Alpha Superiority You can roll for the maximum value of hitpoints for the raptor.

Alpha Presence Any allied beast within 60ft. that can see the alpha has advantage on saves against being charmed or frightened.

Actions

Multiattack The raptor can make a rally screech (if available) on top of its normal Attack action

Rally Screech(5-6) Any allied raptor(the alpha included) within 60ft. that can hear it must has advantage on any ability check, attack roll, or saving throw until the end of its next turn. If that creature takes the Attack action on its turn, it can make one additional bite attack as part of that action.

Legendary Action (3/turn)

Alpha Strike (1/turn) An allied raptor within 60ft. that can see or hear it can make one melee attack against a creature within range using its reactions.

Alpha Maneuver (1/turn) An allied raptor within 60ft. that can see or hear it can move up to its movement speed to a spot that it can see without provoking opportunity attack

Alpha Recovery (1/turn) An allied beast within 60ft. of that can see or hear can end one condition or spell effect on it can use its reaction to repeat its saving throw.

ALPHA RAPTOR: JESPER EJSING

Each raptor pack is led by an alpha. Alpha raptors are often chosen through violent but rarely lethal fights for dominance between members of a pack. Members of the pack show absolute loyalty to the alpha unless one wishes to challenge for that role. Below is a template to add one any raptor statblock to differentiate an alpha from the rest of the pack.

Adding this template allows alphas to make their packs much more dynamic as dangerous as well as providing a method to distinguish it from the rest of its pack. To help with balancing overall encounters, I have found that raising the alpha's challenge rating 2 effectively accounts for its abilities. **However, it is important to note that this only applies when the alpha is with its allies.**

ALPHA MEGARAPTOR

TEMPLATE

Large beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 104 (8d10+24)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	6 (-2)	16 (+3)	6 (-2)

Skills Athletics +7, Stealth +9, Perception +9

Senses darkvision 120ft., passive Perception 19

Challenge 6(2300 XP)

Alpha Presence Any allied beast within 60ft. that can see the alpha has advantage on saves against being charmed or frightened.

Ambusher The raptor has advantage on initiative checks. In the first round of a combat, the raptor has advantage on attack rolls against any creature it has surprised or if it has not acted yet.

Hooked Claws At the start of its turn, a creature grappled by the raptor takes 7 (2d6) piercing damage.

Keen Hearing and Smell: The raptor has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics The raptor has advantage on an attack roll against a creature if at least one of the raptor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Pounce If the raptor moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the raptor can make one bite attack against it as a bonus action.

Actions

Multiattack. The megaraptor can make a Rally Screech (if available), a bite and two claw attacks

Bite. +7 to hit; 5ft., , one target. *Hit* 13(2d8+4) piercing damage.

Claw. +7 to hit; 5ft., , one target. *Hit* 9(1d8+4) piercing damage. If the target is a creature, it is grappled (escape DC 15) The raptor can only grapple one creature at a time in this manner. While grappling a target, it cannot make a claw attack against another creature.

Rally Screech(Recharge 5-6) Any allied raptor within 60ft. that can hear it has advantage on any ability check, attack roll, or saving throw until the end of its next turn. If that creature takes the Attack action on its turn, it can make one additional bite attack as part of that action.

Legendary Action (3/turn)

Alpha Strike (1/turn) An allied raptor within 60ft. that can see or hear it can make one melee attack against a creature within range using its reactions.

Alpha Maneuver (1/turn) An allied raptor within 60ft. that can see or hear it can move up to its movement speed to a spot that it can see without provoking opportunity attack

Alpha Recovery (1/turn) An allied beast (the megaraptor included) within 60ft. of that can see or hear can end one condition or spell effect on it can use its reaction to repeat its saving throw.



VENATOR

Venators are typically what comes to mind when one thinks of dinosaurs. They are the most dangerous of all their kin easily serving as the apex predators of their respective ecosystems. As dominant predators, there is little that will deter or frighten a venator except the presence of a creature of its strength and prowess. Venators tend to be solitary hunters; however it is not uncommon for mated pairs to hunt together. Because of their predatory nature, they pose a great threat to any settlement that resides within their hunting grounds. As a result, many venators are only found deep within the untamed wilderness because any that venture too close to civilization are often hunted to death due to the threat they pose.

As their name suggests, venators have a wide array of natural tools at their disposal to make them one of the best hunters in the animal kingdom. Although some species use claws or poison to debilitate their prey, their most potent weapon are their powerful jaws which are filled with dozens of teeth the size of swords. These teeth not only allow them to pierce through the toughest of hides but also locks down on their quarry preventing its escape.

ABOMINABLE VENATOR

Huge beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 150 (12d12+72)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	11 (+0)	22 (+6)	12 (+1)	14 (+2)	15 (+2)

Saving Throws: St+12, Con +10

Skills Athletics +12, Stealth+ 8, Perception +10, Deception +10

Senses darkvision 60ft., passive Perception 20

Challenge 11(7200 XP) **Proficiency Bonus** +4

Aggressive The venator can move up to its movement speed towards a hostile creature using its bonus action

Favored Prey The venator can deal a critical hit on a 18-20 against humanoids. Upon a critical hit, it can triple the damage die instead of doubling it.

Humanoid Tracker It can detect the presence of a humanoid creature within 1 mile of it.

Keen Senses The venator has advantage on Wisdom (Perception) checks relying on sight, sound, and smell.

Man Eater If the venator makes an Attack action against a humanoid, the venator can make one additional bite attack as part of its action.

Mimicry The venator can mimic sounds it has heard, including voices. A creature that hears the sounds it makes can tell they are imitations with a successful Wisdom(Insight) check opposed by its Charisma(Deception) check

Predatory Nature Has advantage on saves against being frightened. It is immune to being frightened by humanoids or creatures smaller than it.

Siege Monster The venator deals double damage to objects and structures

Actions

Multiattack The venator can make a bite and two claw attacks

Bite. *Melee Weapon Attack* +12 to hit:, 10ft., , one target. *Hit* 31(4d12+8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained and the venator can't bite another target. For the duration of this grapple, it can use its bonus action to make an additional bite attack against that creature.

Claw *Melee Weapon Attack* +12 to hit:, 10ft., , one target. *Hit* 19(3d6+8) slashing damage.

ABOMINABLE VENATOR

It is believed that origins of the abominable venator is the same to that of the manhunter raptor. These creatures were magically created to be the supreme predator and an unstoppable beast of war dedicated for one purpose: devouring humanoids.

These colossal beasts have a superior sense of smell and is able to pinpoint the location of a humanoids from the faintest scent. Once its prey has been acquired, the abominable venator will stop at nothing until its quarry has been promptly eliminated.

ABOMINABLE VENATOR TACTICS

The abominable venator has an uncanny and particularly cruel intelligence about it. It seems to enjoy deceiving and terrorizing its opponents, as it will severely maim its victims giving it the chance to flee before ending its life. It is also clever enough to use its ability to mimic the voice of its victims to lead its allies to their demise.

Unlike their smaller relative, the manhunter raptor, the abominable venator is not a precise or inconspicuous killer. When hunting, the abominable venator leaves a trail of carnage in its wake as it leading towards its goal.

As a result, abominable venators are typically unleashed in small groups of 4(1d6) to decimate and weaken front lines and spread chaos. Unlike other venators, the abominable venator has no sense of flight once in combat. In combat, it enters into a bloodlust that will stand its ground until either it or all of its opponents fall.

BARBTONGUE VENATOR

Huge Monstrosity, unaligned

Armor Class 17 (Natural Armor)

Hit Points 84(8d12+32)

Speed 40ft. 40ft. swim

STR	DEX	CON	INT	WIS	CHA
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23(+6)	10(+0)	19(+4)	2(-4)	16(+3)	14(+2)
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Skills Athletics +9, Stealth +6, Perception +6

Senses darkvision 60ft. passive Perception 16

Proficiency Bonus +3

Challenge 7(2900 XP)

Ambusher In the first round of a combat, the venator has advantage on attack rolls against any creature it has surprised or hasn't acted yet in combat.

Hold Breath The venator can hold its breath for 30 minutes.

Siege Monster The venator deals double damage to objects and structures

Sneak Attack The venator can deal an additional 11(3d6) damage to a creature to a surprised creature. It can only benefit from this feature once on each of its turns.

Actions

Multiattack The venator can make a tongue attack, one bite attack, and two claw attacks.

Tongue The Venator targets one creature it can see within 20ft. The target must succeed a DC 17 Strength saving throw or be pulled into an unoccupied space within 5ft. of the venator.

Bite. Melee Weapon Attack +9 to hit:, 10ft., , one target. **Hit** 23(3d10+6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the venator can't bite another target.

For the duration of this grapple, it can use its bonus action to make an additional bite attack against that creature.

Claw **Melee Weapon Attack** +9 to hit:, 10ft., , one target. **Hit** 12(1d10+6) slashing damage.

BARBTONGUE VENATOR

The barbtongue venator is much smaller than the rest of its kind. Unlike their larger relatives, the barbtongue is a patient ambush predator. Thanks to its amphibious nature, it is able lurk beneath the surface of the streams and lakes to lash out at unsuspecting prey using its barbed tongue. Because of their similar tactics and at times similar appearance, barbtongues are often confused for crocodiles before they reveal their full form.

BARBTONGUE VENATOR TACTICS

Barbtongues prefer to use the element of surprise to gain the upper hand on its prey. While hunting, the barbtongue prefers to target smaller creatures that it can quickly snap up into its jaws. Unless it is absolutely starving, the barbtongue rarely targets creatures its size or larger.

Barbtongues are not built for extended combat and will quickly retreat or lose interest if its prey begins to put up a prolonged struggle. It is willing to wait for a weaker prey to come along rather than risk injury.



BARKTOOTH VENATOR

Despite their terrifying appearance consisting of jagged teeth and lance-like claws, barktooth venators are actually peaceful giants (at least to any creature that is not a plant). In fact, their presence is actually welcomed by herbivorous creatures as they tend to scare off and intimate other predators.

These creatures live deep with the heart of the most vibrant of forests feasting on nearby foliage. Although they are content with eating normal plant life, they have acquired a special taste for awakened or sentient plants.

BARKTOOTH VENATOR TACTICS

Barktooth venators are extremely peaceful but are absolute nightmares if provoked or in the presence of sentient plants. Its thick bark-like scales not only gives it the ability to blend into its surroundings, but allows it to shrug off damage from most forms of conventional weaponry. However, its deadliest weapons are its blade-like claws which are capable of tearing into most forms of armor with ease.

BARKTOOTH VENATOR

Huge beast, unaligned

Armor Class 17 (Natural Armor)

Hit Points 115 (10d12+50)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	9 (-1)	20 (+5)	2 (-4)	11 (+0)	5 (-3)

Saving Throws: Strength +9, Constitution +9

Skills Athletics +8, Stealth +7, Perception +4

Senses darkvision 60ft., passive Perception 14

Proficiency Bonus +4

Challenge 9(5000 XP)

Bark Scale Whenever the venator takes damage, it can reduce it by 5.

Floral Bane If the venator makes an Attack action against a plant, the venator can make one additional bite attack as part of its Attack action.

Plant Camouflage While obscured by ample vegetation, the venator has advantage on Dexterity (Stealth) checks. While these conditions are met, it can use its bonus action to Hide.

Minor Regeneration When below half its hitpoint maximum, the venator can regain 10 hitpoints and end one of the following conditions: blinded, deafened, exhausted, paralyzed, poisoned, or stunned at the start of each of its turn.

Siege Monster The venator deals double damage to objects and structures

Actions

Bite. *Melee Weapon Attack* +9 to hit:, 10ft., , one target. *Hit* 33(8d6+5) piercing damage.

Claw *Melee Weapon Attack* +9 to hit:, 10ft., , one target. *Hit* 19(3d8+5) slashing damage.

BRUTE VENATOR

Huge beast, unaligned

Armor Class 13 (natural Armor)

Hit Points 57 (6d12+18)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	11 (+0)	17 (+3)	2 (-4)	14 (+2)	5 (-3)

Saving Throws: Strength +7, Constitution +5

Skills Athletics +7, Perception +4

Senses darkvision 60ft., passive Perception 14

Proficiency bonus +2

Challenge 4(1100 XP)

Aggressive The venator move up to its movement speed toward a hostile creature that it can see as a bonus action

Fury If it takes the Attack action while below half its hitpoint maximum, it can make an additional bite attack as part of that action.

Predatory Nature Has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Rampaging Charge If the venator moves at least 20ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an additional (11) 2d10 damage.

If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

If the target is prone, the venator can make one bite attack against it as a bonus action.

Reckless The venator has advantage on all of its attack rolls but attacks against it have advantage.

Relentless If the venator is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Siege Monster The venator deals double damage to objects and structures

Actions

Gore. *Melee Weapon Attack, +7 to hit;*, 5ft., , one target. *Hit* 16(2d10+5) piercing damage.

Bite. *Melee Weapon Attack, +7 to hit;*, 10ft., , one target. *Hit* 18(2d12+5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15).

Until this grapple ends, the target is restrained and the venator can't bite another target.

BRUTE VENATOR

The sound of furious stomping and bellowing typically hints at the arrival of a brute venator. These dinosaurs definitely live up to their name as they recklessly bulldoze a path towards their prey. Brute venators seem to be in a perpetual state of fury making them hyper aggressive attacking and consuming any creature in sight. If it is not hunting prey, it is continually driving creatures from its territory through acts of violence and aggression. This behavior often puts it at odds with other venators, especially the larger more dangerous species such as tyrants. Although being smaller than many other venators, this does not deter it from challenging these predators. In fact, its perpetual state of fury seems to give it supernatural resilience allowing it enduring otherwise fatal blows. Because of this, many venators prefer to give brutes space rather risk injury in a prolonged fight.

BRUTE VENATOR TACTICS

Brute venators are quite the antithesis of stealth as it will noisily charge towards its prey. However, this rarely poses a problem for the Brute Venator has its fury allows its to charge easily closing the gap between it and its prey. Once it locks its jaws on its prey refusing to let go until its prey expires. If its foe presents itself as a much harder challenge, it prefers to continuing fighting instead of fleeing for its wounds only fuels its anger sending it into a bloody frenzy as it shrugs otherwise lethal blows from its enemies.

CAVE VENATOR

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 105 (10d12+40)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
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23 (+6)	10 (+0)	19 (+4)	2 (-4)	16 (+3)	14 (+2)
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Saving Throws: Strength +9, Constitution +7

Skills Athletics +9, Stealth +6, Perception +9

Damage Resistances: Poison, Psychic, Acid

Condition Immunities Blinded

Senses magical darkvision 60ft., blindsight 60ft., passive Perception 19

Proficiency Bonus +3

Challenge 8(3900 XP)

Bioluminescence The venator advantage on saving throws against spells and other magical effects. It can emit bright light in a 10ft. radius and dim light an additional 10ft. This effect can be ended at will using a bonus action.

Mental Resilience The venator has advantage on saves against being charmed.

Poison Resistance The venator has advantage on saves against being poisoned or diseased.

Predatory Nature The venator has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Siege Monster Deals double damage to objects and structures

Actions

Multiattack The venator can make an Illuminating Flash (if available) and a Bite attack

Bite. *Melee Weapon Attack, +9 to hit:*, 10ft., one target. *Hit* 26(3d12+6) piercing damage + 9(2d8) acid damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16).

Until this grapple ends, the target is restrained and the venator can't bite another target.

It can use its bonus action to make an additional bite attack against a creature grappled in this manner.

Illuminating Flash (Recharge 5-6) Creatures within 30ft. radius that can see it must succeed a DC 15 Constitution saving throw or become blinded for one minute on a failed save. If the creature has darkvision, it makes this save with disadvantage.

At the end of each of its turns, it can repeat its save to end the effect.

CAVE VENATOR

The cave venator is a rare and elusive venator only found in the Underdark. Its adaption to living underground has caused it to adapt in a number of ways. Firstly, it has developed a natural resistance to different forms of attacks common in the Underdark such as poison and psychic energy. Although its eyesight has evolved to see in perpetual darkness, its feathers have evolved into sensitive quills that allow it to sense movement of nearby creatures. This is particularly useful for tracking prey through the labyrinthine tunnels of the Underdark as well as hinting the arrival of the Underdark's deadlier inhabitants such as purple worms. Another biological adaptation of the cave venator is its bioluminescent skin which dampens the effects of magic. It also gives off an eerie glow that allows its to stun its prey or disorient dangerous predators to allow it to make an escape.

CAVE VENATOR TACTICS

Cave venators almost always hunt in pairs as they mate for life. In fact, this tactic is almost a necessity for in the Underdark, they are not the dominant predator as there are many hidden dangers lurking in its subterranean caverns.

When hunting prey, cave venators communicate with one another using bioluminescent pulses. While signaling their prey, one attempts to distract or draw the attention its prey using its bioluminescent scales while its partner stalks in the shadows completely hidden from view as its scales obscure it from the view of even creatures accustomed to seeing in the dark.

When these venators attack, the first of the pair typically send a bright pulse of light to blind its prey while its partner rushes in to lock its jaws on its prey, running off with it if it is small enough. Before their prey can regain its senses, the first venator rushes in to grab its prey while the other uses its bioluminescence to blind any creatures that may have recovered. Once both venators have their prey, they flee into the caverns to find a safe space to feast of their quarry safe from the threat of any other predators that would attempt to steal their prey or in some case even hunt them.

COBRA VENATOR

Huge beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 57 (6d12+18)

Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	2 (-4)	14 (+2)	16 (+3)

Saving Throws: Strength +5, Constitution +5

Skills Athletics +5, Stealth +6, Intimidation +5, Perception +4

Damage Immunities Poison

Damage Resistances Acid

Condition Immunities Poisoned

Senses darkvision 60ft., passive Perception 14

Challenge 4(1100 XP) **Proficiency Bonus:** +2

Ambusher In the first round of a combat, the venator has advantage on attack rolls against any creature that is surprised or has not acted yet in combat.

Forest Stalker The venator has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. While these conditions are met, it can use its bonus action to Hide.

Predatory Nature The venator advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Siege Monster The venator deals double damage to objects and structures

Actions

Multiattack. The venator makes three attacks: one with its bite and two with its claws

Bite. *Melee Weapon Attack, +5 to hit:*, 5ft., one target. *Hit* 14(2d10+3) piercing damage and the target is a creature, it must make a DC 13 Constitution saving throw, taking 14(4d6) poison damage and is poisoned until the end of its next turn on a failed save. On a successful saving throw, it takes half as much damage and is not poisoned.

Claw. *Melee Weapon Attack, +5 to hit:*, 5ft., one target. *Hit* 8(1d8+3) slashing damage.

Venomous Spit (Recharge 5-6) Creatures in a 20ft. cone must succeed a DC 13 Constitution saving throw. On a failed saving throw, creatures take 9(2d8) acid damage + 9(2d8) poison damage and are blinded for one minute. Upon a successful saving throw, creatures take half damage and are otherwise unaffected.

Creatures can repeat its saving throw at the end of each of its turns ending the effect upon a successful saving throw.

COBRA VENATORS

Cobra venators can be identified by the colorful crests located on their heads and backs. These crests can change colors shifting from bright patterns to attract mates or frightened rivals to a deceptive green to help it blend into the nearby fauna. Due to their comparatively smaller size, cobra venators rely on stealth, its poisonous fangs and spit, as a well the element of surprise while hunting.

COBRA VENATOR TACTICS

Cobra venators are strategic hunters often stalking their prey for hours waiting for the opportunity to strike. When it attack, it first blinds its prey with its venomous spit and then proceeds to sink its poisonous fangs into that creature while ripping into it with its claws. However, it will quickly flee if outnumbered or begins to be overwhelmed by the foe. However, when it flees, its does not give up the hunt. Instead, it will continue stalking its prey until it gets another opportunity to finish it off.

DRACOVENATOR

Huge beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 150 (12d12+72)

Speed 40ft., 80ft. fly

STR	DEX	CON	INT	WIS	CHA
26(+8)	11 (+0)	22 (+6)	2 (-4)	14 (+2)	15 (+2)

Saving Throws: Strength +12, Constitution +10

Damage Resistances Acid, Cold, Fire, Lightning, Poison

Skills Athletics +12, Perception +6, Intimidation +10

Senses darkvision 60ft., passive Perception 15

Proficiency Bonus +4

Challenge 12(8400 XP)

Dragon Bane The dracovenator is immune to being frightened by dragons. When it takes the attack action against a dragon, it can make an additional bite attack as part of that action

Frightful Presence Each creature of the dracovenator's choice that first enters or starts its turn within 30ft. of it and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracovenator's Frightful Presence for the next 24 hours. Dragons have disadvantage on this saving throw

Predatory Nature The dracovenator has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Siege Monster The dracovenator deals double damage to objects and structures

Wymhhide The dracovenator has advantage on saving throws against dragon's breath. Upon succeeding a saving throw against an effect that deals acid, cold, fire, lightning, or poison damage, it no damage

Actions

Bite. +12 to hit; 10ft., , one target. *Hit* 47(6d12+8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained and the dracovenator can't bite another target. For the duration of this grapple, it can use its bonus action to make an additional bite attack against that creature.

DRACOVENATOR

The dracovenator is a rare breed of venator that takes the concept of an apex predator to a whole new level. This beast has evolved for the singular purpose of hunting draconic creatures. Whether they be lesser drakes or full grown dragons, these carnivores fearlessly hunt down these creatures not only for sustenance, but seemingly for sport.

Because of their particular affinity for hunting, white dragons share a particular rivalry with these creatures as they pose a worthy challenger for the title of hunter.

DRACOVENATOR TACTICS

It is up for debate on whether dracovenators are natural creatures or the result of experiments to create a counter to dragons. Regardless of their origin, one thing is clear is that they were built specifically to hunt dragons. Thanks to their powerful wings, they are able to take to the skies to pursue their prey and their evolved scales enable them to shrug of the effects of even the most powerful of dragon's breath



INFERNAL VENATOR

Huge Monstrosity, unaligned

Armor Class 17 (Natural Armor)

Hit Points 136 (13d12+52)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	14 (+2)	9 (-1)

Saving Throws: Strength +11, Constitution +8

Skills Athletics +11, Perception +6

Damage Resistances: Cold, Fire, Lightning, Poison

Senses magical darkvision 60ft., passive Perception 16

Proficiency Bonus +4

Challenge 11(7200 XP)

Apex Predator Has advantage on attack rolls against creatures frightened by it.

Fiendish Predator When the venator takes the Attack action against a fiend, it can make an additional bite attack as part of its action.

Infernal Resilience Has advantage on saving throws against being poisoned and diseased.

Magical Attacks The venator's attacks count as magical for the purpose of overcoming resistance.

Predatory Nature The venator advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Siege Monster The venator deals double damage to objects and structures

Magic Resistance The venator has advantage on saving throws against spells and other magical effects.

Trampling Charge If the venator moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an extra 11(2d10) piercing damage and must succeed a DC 19 Strength saving throw or be knocked prone. If the target is prone, the infernal venator can make one bite or stomp attack against it as a bonus action.

Actions

Multiaction. The Infernal Venator can make a Terrifying Roar (if available), one bite attack, and one with its tail. It cannot make a bite or tail attack against the same target.

Gore. *Melee Weapon Attack, +11 to hit:*, 5ft., , one target. *Hit* 29(4d10+7) piercing damage.

Bite. *Melee Weapon Attack, +11 to hit:*, 10ft., , one target. *Hit* 33(4d12+7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained and the infernal venator can't bite another target.

Tail *Melee Weapon Attack, +11 to hit:*, 15ft., , one target. *Hit* 29(4d10+7) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Terrifying Roar (Recharge 5-6) Creatures within 120ft. that can hear it must succeed a DC 16 Wisdom saving throw or become frightened for one minute on a failed save. At the end of each of its turns, it can repeat its saving throw to end the effect.

Bonus Actions

Stomp *Melee Weapon Attack, +11 to hit:*, 5ft., , one prone target. *Hit* 25(4d8+7) bludgeoning damage.



INFERNAL VENATOR

The Infernal Venator is one of the most dangerous of all dinosaur species. Its origin is believed not be entirely natural but rather a evolved variant of existing venators. Because venators are very deadly creatures, they are often prized as battle mounts. Many of these creatures are often sold to places such as the Nine Hells to serve as battle beasts. However, their time in the Nine Planes caused them to develop a natural resistance to its harsh environment. However venators naturally are hard to tame, even for devils. Its exposure the the Nine Hells only made it much harder to control causing them to turn on their masters and run rampant in the infernal wastes. Many believe the infernal venators have made their way back to the Material Plane from planar incursions or simply rogue venators that ate their devil masters and made their home in the nearby ecosystem. Thanks to their new adaptations, they easily can dominate the local ecosystem establishing themselves as the new dominant predator.

INFERNAL VENATOR TACTICS

The Infernal Venator hardly shows any fear in battle attacking any creature it so pleases. Using its deafening roar, it sends its foe fleeing while it pursues its nearest victim with a vicious gore attack. Once crippled by its horns, the venator tears into its prey with its jaws. Thanks to its evolved tail that has developed into a natural weapon, it is able to keep foes at bay with its powerful tail crushing them underneath its massive claws.

MOLE VENATOR

Huge Monstrosity, unaligned

Armor Class 17 (Natural Armor)

Hit Points 100(12d12+48)

Speed 40ft. 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
23(+6)	10(+0)	19(+4)	2(-4)	16(+3)	14(+2)

Skills Athletics +9, Stealth +6, Perception +6

Senses blindsight 60ft., tremorsense 60ft. passive Perception 16

Proficiency Bonus +3

Challenge 8(3900 XP)

Tunneler The venator can burrow through nonmagical earth and stone as a bonus action. It can leave a 20ft. hole in its wake

Siege Monster The venator deals double damage to objects and structures

Reckless The venator has advantage on attack rolls but attacks against it have advantage.

Powerful Build The venator counts as one size larger for the purposes of carrying, lifting, pushing, and grappling

Actions

Multiattack The venator can make a bite, two claws, and tail attack.

Bite. *Melee Weapon Attack* +9 to hit:, 10ft., , one target. *Hit* 25(3d12+6) piercing damage. If the creature is Medium or smaller, it must succeed a DC 17 Strength saving throw or become swallowed.

A swallowed creature is blinded and restrained and has total cover from attack and effects outside of the venator. While inside the venator, the creature take 14(3d8) bludgeoning + 14(3d8 acid) damage at the start of each of the ventator's turns.

If the venator takes damage, it must succeed a Constitution saving throw equal to half the damage dealt by the swallowed creature(minimum 10). On a failed saving throw, the venator regurgitates all swallowed creature which fall prone in a space within 10ft. of the venator.

If the venator dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 20ft. of movement exiting prone.

Claw *Melee Weapon Attack* +9 to hit:, 10ft., , one target. *Hit* 20(3d8+6) slashing damage.

Tail *Melee Weapon Attack* +9 to hit:, 10ft., , one target. *Hit* 23(3d10+6) bludgeoning damage. If the target is a creature, it must succeed a DC 17 Strength save or be knocked prone. It can use it bonus action to make a stomp attack against a prone creature.

Stomp *Melee Weapon Attack* +9 to hit:, 5ft., , one prone target. *Hit* 23(3d10+6) bludgeoning damage.

MOLE VENATOR

The mole venator is one of the strangest dinosaurs in general for it is completely eyeless. Instead, this dinosaur relies on tremors and movement to perceive its surroundings. Its body resembles that of a heavily armored worm with a pair of squat, but powerful legs and claws. Its heavily armored head and thick claws are able to quickly cleave through solid stone enabling it to burrow through the hardest of bedrock.

MOLE VENATOR TACTICS

The primary prey of these dinosaurs tend to be any sort of subterranean worm. In fact, these predators are quite useful for controlling the populations of dangerous creatures such as purple worms by devouring their juvenile forms before they get too large to handle. Despite their favored prey, these venators can still extremely dangerous as they are not opposed to hunting humanoids. Thanks to their keen senses, they can easily track adventurers who carelessly cross into its hunting grounds. The best way to avoid these creatures is to not make any loud sounds or sudden movements when in their presence.



PRIMORDIAL VENATORS

Whereas most venators tend to hunt organic creatures, the primordial venator has evolved to hunt deadlier prey such as elementals. They have specially evolved to hunt these types of creatures by developing an innate resistance to extreme temperatures and other elemental effects. They also have keen senses that are able to pick up the magical aura that elemental entities within 1 mile of its location.

PRIMORDIAL VENATOR TACTICS

Primordial venators tend to hunt in areas that serve as elemental hotspots such as a volcano. However they can be drawn to a strong elemental presence, such as a portal to one of the Elemental Planes. These creatures tend to hunt in small groups of 3(1d4) in search for elemental prey. They tend to target smaller elementals such as mephits or salamanders but have been known to attack much larger ones if they have sufficient numbers. Thanks to their thick hide and specially evolved teeth, they are able to pierce through any natural defenses that elementals may possess while shrugging off any counter attacks from that elemental.

PRIMORDIAL VENATOR

Huge beast, unaligned

Armor Class 17 (Natural Armor)
Hit Points 69 (6d12+30)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	9 (-1)	20 (+5)	2 (-4)	16 (+3)	5 (-3)

Saving Throws: Strength +8, Constitution +8
Damage Resistances Cold, Fire, Lightning, Thunder
Skills Athletics +8, Perception +6,
Senses darkvision 60ft., tremorsense 60ft., blindsight 60ft., passive Perception 17
Challenge 6(2300 XP)

Elemental Bane If the venator makes an Attack action against an elemental, the venator can make one additional bite attack as part of its action. Its attacks counts as magical for overcoming any resistances or immunities the elemental may possess against its attacks

Elemental Scale When the venator succeeds a saving throw against an effect that deals cold, fire, lightning, or thunder damage, the venator takes no damage instead.

Elemental Sense The venator can pinpoint the location of an elemental within 1 mile of it.

Siege Monster The venator deals double damage to objects and structures

Thick Armor Whenever the venator takes damage, it can reduce it by 5.

Actions

Multiattack The venator can make a bite and two claw attacks

Bite. *Melee Weapon Attack* +7 to hit:, 10ft., , one target. *Hit* 25(3d12+5) piercing damage.

Claw. *Melee Weapon Attack* +7 to hit:, 5ft., , one target. *Hit* 12(2d6+5) slashing damage.



SAVAGE VENATORS

The savage venator is one of the smaller species of venators only a little larger than the brute venator. Although many venators are largely solitary, savage venator often reside in small packs of 5(2d4). However, there have been accounts where multiple packs of savage venators have worked together to hunt huge herds or truly colossal creatures. The most disturbing account was where multiple savage venator packs attacked a large settlement in search of food due to the scarcity of prey in the wilds. Coupled with their superior speed and sense of smell, groups of savage venators are often regarded as a greater threat than their larger kin such as the infernal and tyrant venator.

SAVAGE VENATOR TACTICS

Savage venators are particularly cruel in their hunting tactics. They often target one or two creatures at a time in a group quickly shredding it with their teeth and claws. If the target is smaller than them, one typically snatches its up with its jaws and uses its superior speed to carry back to the rest of the pack where they all proceed to tear into it before pursuing their next quarry. If the target is too big, they attempt to knock it over while the rest take advantage of its vulnerable position. To make matter worse, if a creature is significantly injured, they enter a savage frenzy wherein the pack will all target in on that creature to finish it off.

SAVAGE VENATOR

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 57 (6d12+18)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	16 (+3)	5 (-3)

Saving Throws: Strength +6, Constitution +5

Skills Athletics +6, Perception +7

Senses darkvision 60ft., passive Perception 17

Proficiency Bonus +2

Challenge 4(1100 XP)

Blood Frenzy If its make an Attack action against a creature below half its hitpoint maximum, the savage venator can make one additional bite attack as part of its action.

Keen Hearing and Smell: The savage venator has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics The savage venator has advantage on an attack roll against a creature if at least one of the venator's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Predatory Nature The venator has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Savagry The venator can deal a critical hit on a 19-20. Upon dealing a critical hit, it can triple the damage die.

Siege Monster The venator deals double damage to objects and structures

Actions

Multiattack. The savage venator makes three attacks on its turn: one with its bite and two with its claws.

Bite. *Melee Weapon Attack, +6 to hit:*, 10ft., one target. *Hit* 15(2d10+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and the savage venator can't bite another target.

Claw. *Melee Weapon Attack, +6 to hit:*, 5ft., one target. *Hit* 9(1d8+4) piercing damage



SPINED VENATOR (RAYMOND SWANLAND)

Huge beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 136 (13d12+52)

Speed 40ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	18 (+4)	2 (-2)	14 (+2)	8 (-1)

Saving Throws: Strength +11, Constitution +8

Skills Stealth +6, Perception +6

Senses darkvision 120ft., passive Perception 16

Proficiency Bonus +4

Challenge 9(5000 XP)

Ambusher In the first round of a combat, the venator has advantage on attack rolls against any creature it has surprised.

Hold Breath The venator can hold its breath for 30 minutes

Predatory Nature The venator has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Siege Monster The venator deals double damage to objects and structures

Stunning Dive If the venator swims at least 20ft. toward a target and then hits it with a bite attack on the same turn, if the target is a creature, it must succeed a DC 19 Constitution saving throw or be stunned until the end of the venator's turn on a failed save.

Actions

Multiattack. The venator makes three attacks on its turn: one with its bite, two with its claws

Bite. *Melee Weapon Attack, +11 to hit:*, 10ft., , one target. *Hit* 29(4d10+7) piercing damage and the target is grappled(escape DC 18). Until this grapple ends, the target is restrained and the spined venator cannot bite another target. It can use its bonus action make another bite attack against a creature grappled in this manner.

Claw. *Melee Weapon Attack, +11 to hit:*, 5ft., , one target. *Hit* 20(3d8+7) slashing damage.

SPINED VENATORS

Easily identified by the large colorful dorsal sail on its back, the spined venator is easily the largest venator. Despite its large size, it prefers to hunt small aquatic prey spending most of its life in rivers and lakes. In fact, under most circumstances, spined venators ignore most land-dwelling creatures and are generally peaceful unless provoked. However, at times it is known to target large game drinking from the riverside. However, in times of drought and scarce food, these venators are extremely dangerous as they scour the wilds in their search for food. Despite their large size, they prefer to hunt small and easy prey while on land. Humanoids are quite the ideal size for these carnivores. However, if their prey puts up too much of a fight, it will quickly give up in search for easier prey.

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SPINED VENATOR TACTICS

Spined venators prefer to lurk underwater before striking its prey. Thanks to its surprising speed and colossal size, it often stuns its prey momentarily upon its first strike. This provides it the opportunity to drag its prey underwater drowning it to death while locked within its jaws. The spined venator also has extremely deadly claws the length of a sword that will quickly cleave any foe in two.

SHARK VENATOR

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 76 (8d12+24)

Speed 40ft. , 40ft. swim

STR	DEX	CON	INT	WIS	CHA
19(+4)	13 (+1)	17 (+3)	2 (-4)	16 (+3)	5 (-3)

Saving Throws: Strength +7, Constitution +6

Skills Athletics +7, Skills +4, Perception +9

Senses darkvision 60ft., passive Perception 19

Proficiency Bonus +3

Challenge 6(2300 XP)

Aggressive The venator can use its bonus action to move up to its movement speed towards a hostile creature it can see

Amphibious The venator can breathe in air and in water.

Blood Frenzy If the venator makes an Attack action against a creature below half its hitpoint maximum, the venator can make one additional bite attack as part of its action.

Blood Sense The venator can pinpoint the location of a creature below half its hitpoint maximum within 1 mile of it.

Keen Sight and Smell The venator has advantage on Wisdom(Perception) checks that rely on sight or smell

Predatory Nature The venator has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Siege Monster The venator deals double damage to objects and structures

Actions

Multiattack The venator can make a bite and tail attack on its turn. It cannot make a bite and tail attack on the same target.

Bite. *Melee Weapon Attack* +7 to hit, 10ft., , one target. *Hit* 24(3d12+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15).

Until this grapple ends, the target is restrained and the shark venator can't bite another target.

For the duration of this grapple, it can use its bonus action to make an additional bite attack against that creature.

Tail. *Melee Weapon Attack* +7 to hit, 10ft., , one target. *Hit* 21(3d10+4) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

SHARK VENATOR

The only thing worse than an apex predator is one that shares the traits of multiple carnivores. As its name suggests, the shark venator is a flesh-eating terror both on land and in the sea. The shark venator is an agile swimmer and is arguably more dangerous in the water than it is on land thanks to its dorsal fins. Just like the shark, it has a keen sense of smell, particularly for detecting the scent of blood. When it catches the scent of a wounded creature, it erupts into a savage frenzy of teeth and claws.

SHARK VENATOR TACTICS

Shark venators are particularly ruthless predators and enjoy the thrill of hunting wounded creatures. However, thanks to its keen sense of smell, it is also a clever opportunist. It is able to pinpoint the location of kills from nearby predators and have even been known to steal prey from others in the midst of a hunt. Predators who fight back may find themselves on the menu for a blood-crazed shark venator

TYRANT VENATOR

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 136 (13d12+52)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	14 (+2)	9 (-1)

Saving Throws: Strength +11, Constitution +8

Skills Athletics +11, Perception +6

Senses darkvision 60ft., passive Perception 16

Proficiency Bonus +4

Challenge 10(5900 XP)

Aggressive The venator can move up to its movement speed toward a hostile creature that it can see as a bonus action

Apex Predator The venator has advantage on attack rolls against creatures frightened by it.

Fear Monger If the venator takes the attack action against a frightened creature, it can make an additional bite attack as part of its action against that creature.

Predatory Nature The venator has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Siege Monster The venator deals double damage to objects and structures

Smell Fear The venator can pinpoint the location of a frightened creature within 300ft. of it.

Actions

Multiattack The venator can make a Terrifying roar(if available) and a bite attack.

Bite. *Melee Weapon Attack*, +11 to hit, 10ft., one target. *Hit* 46(6d12+7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained and the tyrant venator can't bite another target. It can use its bonus action to make an additional bite attack against a creature grappled in this manner.

Terrifying Roar (Recharge 5-6) Creatures within 120ft. that can hear it must succeed a DC 16 Wisdom saving throw or become frightened for one minute on a failed save. Creatures can only repeat its saving throw if it ends its turn at least 120ft. from the venator and does not have line of sight against it. Upon a successful saving throw, creatures can repeat its saving throw.

TYRANT VENATOR

The tyrant venator is arguably the prime specimen of all venators with the sole exception of the infernal venator or dracovenator. Even in this case, many believe the other species are simply an aberrant variant of the tyrant. Regardless of the ruling, the tyrant venator lives up to its name establishing its dominance through the presence of fear in creatures around it.

Its mere presence causes small animals to flee or grow deathly silent. However, the true key to its innate ability of terror is its roar. Its roar compels its prey to cower in fear. It is believed that this creature uses fear as a means to hunt as it descends on its frightened prey with an unnatural zeal and ferocity. Although not entirely verified, some even state that this creature can even smell fear.

The tyrant venator can also be distinguished from its other kin by its powerful bite. It is believed its jaws are far stronger than any other animal and even that of dragons. Its powerful muscles even allows it to lock dire beasts within its jaws.

TYRANT VENATOR TACTICS

The Tyrant's venator primary weapon is its terrible roar sending its foes into a fearful panic. From there, it quickly descends on its prey easily picking it apart with its massive jaws. However, this tactic can be particularly sadistic as the tyrant venator rarely stop to eat its prey once it kills it if it is hunting multiple targets. Instead, it prefers to kill its first target, using its death to invoke fear in others. Only after it has killed enough for its meal will it stop to feast on the corpses.

While feasting, it will use its roar to scare off any rivals or scavengers from stealing its kill. In the rare chance that the tyrant venator is overwhelmed by its foe, its roar forces its enemy to flee to provide it the opportunity to escape. However, tyrant venators never forget creatures that best it, often waiting for the opportunity to defeat its rival when its stronger or heals from its wounds.

WOOLLY VENATOR

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 105 (10d12+40)

Speed 40ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

23 (+6) 10 (+0) 19 (+4) 2 (-4) 16 (+3) 14 (+2)

Saving Throws: Strength +8, Constitution +6

Skills Athletics +8, Stealth +4, Perception +5

Damage Resistances: Cold

Senses darkvision 120ft., passive Perception 15

Proficiency Bonus +3

Challenge 8(3900 XP)

Ice Walk The venator can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement. While in these conditions, the venator can use its bonus action to Dash.

Insulated Body Upon failing a saving throw against an effect that deals cold damage, the venator takes half damage. Upon a successful saving throw, it takes no damage.

Predatory Nature The venator has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Siege Monster The venator deals double damage to objects and structures

Snow Camouflage The venator has advantage on Dexterity (Stealth) checks it makes in snowy terrain or if obscured by ample snowfall. While these conditions are met, it can use its bonus action to Hide.

Snow Sight The venator's vision is not obscured by snowfall, fog, or similar effects.

Actions

Multiattack The venator can make a Chilling Roar (if available) and a bite attack on each of its turns.

Bite. *Melee Weapon Attack* +9 to hit:, 10ft., , one target. *Hit* 26(3d12+6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the venator can't bite another target.

It can use its bonus action to make an additional bite attack against a creature grappled in this manner.

Chilling Roar(Recharge 5-6) Creatures within 120ft. that can hear it must succeed a DC 15 Wisdom saving throw or become frightened for one minute on a failed save.

Creatures frightened in this manner are paralyzed for the duration of this effect. At the end of each of its turns, it can repeat its save to end the effect on a success.

WOOLLY VENATOR

The woolly venator is a smaller relative of the tyrant venator that lives primarily in frozen environments. It can be easily identified by its thick layer of white down feathers that grants it immunity to the freezing temperatures of its own. Its feathers also grant it the uncanny ability to blend into the snowy environment around them. With enough snowfall, it has been reported that their feathers allow them to seemingly disappear from view. Thanks to the innate resistances and abilities granted by these feathers, woolly venators actually prefer to hunt in the midst of harsh blizzards. This tactic has often granted them the nickname as the "Blizzard Wraith". However, their most potent weapon is not their jaws but their roar. Any creature that hears its roar experience paralysis as fear causes its limbs to lock up. The howling winds of blizzards often are laced with the roars of these dinosaurs as they are hunting. It is often said people who are stranded in a blizzard never return because of the woolly venators rather than the storm itself.

WOOLLY VENATOR TACTICS

Because the woolly venator is not as large or strong as its other kin, it relies primarily on stealth and its roar to hunt its prey. The woolly venator uses its feathers to blend into its surrounds ambushing its prey with its chilling roar. Then it quickly descends on its chosen foe carrying off disappearing into the snow with its prey where it can eat in peace. If its appetite is still not sated, it will continue stalking its prey using the same tactics to single out a target and flee before its prey can defend itself.

If outnumbered or facing a superior foe, it will use its roar to make a quick escape using the snow as a veil to mask its escape.



WINGED VENATOR

Winged venators are a highly evolved form of dinosaur that has fully developed the capacity of flight. Despite their similar appearance, these creatures are closer related to the venator versus the dactyl. These creatures represent the supreme predator as they are the masters of the hunt both on land and in the air.

WINGED VENATOR TACTICS

Winged venators are extremely versatile hunters. Their lithe bodies allow them to nimbly pursue even the most agile of airborne prey.

When hunting terrestrial prey, the winged venator simply uses its powerful jaws to lock its prey and proceeds to drop it from high altitudes to let gravity take care of the rest.

If its prey seeks to use the cover of trees to close off its escape, the venator is able to take the ground to pursue after its quarry due to its lightning fast speed.

WINGED VENATOR

Huge beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 51 (6d12+12)

Speed 60ft., 60ft. fly

STR	DEX	CON	INT	WIS	CHA
18(+4)	18 (+4)	15 (+2)	2 (-4)	15 (+2)	5 (-3)

Skills Athletics +6, Perception +8, Perception +6

Senses darkvision 60ft. passive Perception 18

Proficiency Bonus +2

Challenge 4(1100 XP)

Flyby The venator can fly outside a creature's reach without provoking opportunity attack

Keen Sight The venator has advantage on Wisdom (Perception) checks that rely on sight.

Predatory Nature The venator advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Siege Monster The venator deals double damage to objects and structures

Skydive If the venator flies at least 30ft. in a straight line and makes a bite attack on the same turn, it deals an additional 13(2d12) piercing damage to the target.

Actions

Bite. *Melee Weapon Attack* +6 to hit:, 10ft., , one target. *Hit* 17(2d12+4) piercing damage.

If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and the winged venator can't bite another target.



SAURIANS

Saurians are the most common type of dinosaur representing the herbivorous species of dinosaur. Although saurians can take many shapes and sizes, they can be categorized into four different types.

The largest of all saurians are the long-necked titan saurians which can grow to the size of small castles. The next category of saurians are the armored, shieldhorn, and spined saurians. These dinosaurs are known for their various forms of body armor to protect them from harm.

The most numerous of all saurians are nomad saurians and their related kin. These creatures are generally very peaceful and form large migratory herds. The last and rarest of all are feathered saurians. These dinosaurs are often confused for over-sized birds due to their remarkable plumage and ability for short-ranged flight.

Many saurians reside in colossal herds often consisting of multiple species of both saurian and non-saurian species. Living in large communities provides them protection from predators as well as a safe space to raise their young.

Despite their colossal size, they tend to be peaceful titans, but some species tend to be very territorial if they feel their space has been trespassed. Once angered, they can be just as dangerous as their carnivorous kin.



TITAN SAURIANS

Titan saurians are the largest of all dinosaurs and are believed to be the largest of all land-dwelling creatures. They typically possess a long neck that surpass the treetops and a muscular body that weigh around 70 tons. They come in a wide variety of appearances sporting leathery scales to being covered in colorful downy feathers that almost resembles fur. They tend to live in small herds grazing lush jungles and swamps to sate their enormous appetite.

The largest of their kin dwarfs nearly any building save those such as castles or strongholds. Thanks to their size, they hardly fear any natural predator as few beasts would dare hunt by themselves. In the rare instances they are hunted, it is typically when large groups of predators come together to bring these behemoths down. Their sheer size is their greatest weapon as they quickly crush any creature careless enough to find itself underneath its trunk-like legs. Its mere steps are known to cause localized tremors capable of knocking any nearby creature to the ground. Finally, its tree-like tail can be whipped about with surprising speed and accuracy capable to shattering the bones of its target.

TITAN SAURIAN TACTICS

Titan saurians rarely flee from an attack. Instead it will use its sheer size and weight to unbalance its foes and then trample it underfoot. However, hunting titan saurians are particularly dangerous because they live in small but close knit herds. So normally when one titan is attacked, another may come to help its kin. That is why most accounts of slaying a titan saurian typically involve one that was separated from its herd.

TITAN SAURIAN TEMPLATE

Gargantuan beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 225 (13d20+52)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	2 (-4)	10 (+0)	7 (-2)

Saving Throws: Strength +12, Constitution +10

Skills Athletics +12, Perception +4

Senses passive Perception 14

Proficiency Bonus +4

Challenge 11(7200 XP)

Endurance When the saurian fails a Constitution saving throw that deals damage, it takes half damage. On a successful saving throw, it takes no damage.

Sheer Size Whenever it hits a Large or smaller with a stomp attack, it deals additional 11(2d10) bludgeoning damage.

Siege Monster Deals double damage to objects and structures

Titan Form Has advantage on Constitution and Strength saving throws

Actions

Multiattack The saurian can make an Earth Tremor attack (if available) and a tail attack on its turn.

Tail. *Melee Weapon Attack, +12 to hit*, 20ft., one target. *Hit* 34(4d12+8) bludgeoning damage. If the target is a creature, it must succeed a Strength saving throw of 20 or be knocked prone.

Earth Tremor (Recharge 5-6) Huge or smaller creatures within a 30ft. range must succeed a Strength saving throw of 20 or be knocked prone.

Bonus Actions

Stomp. *Melee Weapon Attack +12 to hit*, 5ft., one prone target. *Hit* 30(4d10+8) bludgeoning damage.

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GLACIER SAURIAN

- **Damage Resistances** Cold

Ice Walk The glacier saurian can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Insulated Body Upon failing a saving throw against an effect that deals cold damage, the saurian takes half damage. Upon a successful saving throw, it takes no damage.

Snow Sight The saurian's vision is not obscured by snowfall, fog, or similar effects.

GLACIER SAURIAN

As their name suggests, glacier saurians make their home in the frigid reaches of the world. Their appearance is rather peculiar as their bodies are coated in a thick layer of down that almost resembles a woolly coat. These feathers play very important role in insulating the dinosaur from the frigid cold.

Thanks to their immense power and strength, glacier saurians are prized beasts for many polar societies. Many settlements band together to bring down one of these titans. One of these behemoths are able to provide a small village with food for months and its feathers and bones are able to make a vast supply of homesteads and clothing. Others have learned to tame these majestic beasts using them as powerful beasts of burden. Thanks to their sheer strength, they are able to clear out small glaciers or ice formations for humanoids to build their homes.

GLACIER SAURIAN TACTICS

One should be extremely cautious when hunting these beasts due to their colossal size and tremendous strength. One must not underestimate the mobility of this beast as it is able to move at incredible speeds, seemingly unaffected by the icy conditions of its environment.

Another consideration that must be taken into account is that glacier saurians are extremely social creatures. Due to the bleak nature of their environment, glacier saurians tend to stick together in small herds. This makes hunting them especially hard for most like, you will have to deal with a couple angry glacier saurians.

MOUNTAIN SAURIAN

- **Armor Class** 18 (Natural Armor)
- **Challenge Rating:** 12

Armored Hide The mountain saurian can reduce bludgeoning, piercing, and slashing damage taken by 6.

False Appearance The mountain saurian is indistinguishable from a mountain while motionless.

Mountain Strider The mountain saurian can move across difficult terrain without costing it extra movement.

Territorial The mountain saurian has advantage on saving throws against being charmed or frightened.

Action

Clubbed Tail (Replaces tail attack) *Melee Weapon Attack* +12 to hit; 20ft., , one target. Hit 34(4d12+8) bludgeoning damage. If the target is a creature, it must succeed a Constitution saving throw of 20 or be stunned until the end of its next turn.

Earthquake (Replaces Earth Tremor) (Recharge 5-6) Huge or smaller creatures within a 30ft. range must succeed a Strength saving throw of 20 or be knocked prone. The affected area becomes difficult terrain and Huge or smaller buildings take 44(8d10) bludgeoning damage.

MOUNTAIN SAURIAN

The mountain saurian is a solitary behemoth that resides primarily in mountains and ravines. One notable feature about their appearance is that their body is covered in a thick layer of heavily armored scales. These scales not only serve as protection against the teeth or claws or predators but also serves as a natural camouflage to keep its safe while it rests.

MOUNTAIN SAURIAN TACTICS

Unlike the rest of its kin, the mountain saurian is a solitary creatures primarily only encountering others of its kind when mating or raising young. Because of this isolation, they tend to be extremely territorial towards the presence of other creatures. Upon stumbling across the lair of a mountain saurian, it is best to leave its domain as quickly as possible without making any sudden movements. In the event that it attacks, they best option is too flee as quickly as possible since it is capable of causing small earthquakes to collapse the entire mountain side on its enemies.

PYTHON SAURIAN

- **Challenge Rating:** 13

Prehensile Tail The python saurian is able to wield and interact with objects using its tail using its bonus action

Constricting Tail Creatures grappled by the saurian take 26(4d12) damage at the start of each of its turns and cannot breathe or speak for the duration of the grapple.

Reactive Tail The python saurian can use its reaction to make an tail attack against any creatures that hits it with a melee weapon attack. It can use this reaction for this feature or opportunity attacks at the end of each creatures turn.

Actions

Tail +12 to hit; 20ft., , one target. Hit 34(4d12+8) bludgeoning damage. If the target is a Large or smaller creature, it is grappled(escape DC 20). While grappled in this manner, creatures are restrained and the saurian cannot make another tail attack against another creature. It can use its bonus action to fling a creature.

Fling One Large or smaller object held or creature grappled by the saurian is thrown up to 60ft in a direction of the saurians choice and knocked prone. If a thrown creature strikes a solid surface, it takes 4(1d6) bludgeoning damage for every 10ft. thrown. If thrown at another creature, that creature must succeed a DC 20 Dexterity saving throw or take the same damage and be knocked prone

Living Tail(1/day) When the saurian starts its turn below half its hitpoint maximum, it can break off its tails as its seemingly comes to live. The tail has 50 hitpoints, an 15 AC, has blindsight up to 30ft, and is immune to all conditions. The tail can remain animated for one minute or until it reaches 0 hitpoints. It acts on the saurians initiative either before or after the saurian's own action and can make one tail attack against the nearest creature within range that is not the saurian.

The saurian loses its tail attack for the next 24 hours until its regrows another tail at the end of this period.

PYTHON SAURIAN

The python saurian is a rather strange dinosaur. At first glance, there is nothing immediately peculiar about its appearance for its seems to resemble a typical long-necked saurian. However, unlike its other relatives, it has developed the uncanny ability to use its tail like an additional limb. There are numerous accounts where these creatures have been witnessed using their tails to use use trees and boulders as tools, weapons, and even projectiles.

However the strangest ability about them is that their tails seems to possess a property similar to most lizards. When in danger, the saurian has been known to break off its own tail giving its a mind of its own causing it to distract its enemy while it can make a quick escape.

PYTHON SAURIAN TACTICS

In combat, the python saurian's greatest weapon is its tail. Its first goal is to completely immobilize and incapacitate its opponent using its powerful tail. Due to the sheer strength that it possesses, it will proceed to choke out its victim while stomping on any creature that gets to close.

If it is outnumbered, it will change up tactics using its tail to grasp its foes and fling them at other enemies. If the battle starts to go poorly, the saurian will attempt to flee using its powerful tail to fling trees or boulders at its pursuers. As a last ditch effort, it will detach its tail giving it a life of its own. The tail will blindly strike out at any creature within its reach wrapping it up in a death coil to keep it from pursuing its true form.



REAPER SAURIAN

Of all long-necked saurians, the reaper saurian is the deadliest. One of the primary reasons is that this creature is actually an omnivore that feasts on vegetation and flesh.

The reaper saurian spends the majority of its time in lakes, rivers, and swamps wherein it can conserve a lot of its energy. These locations also serve as an ideal location hunting grounds for it as well.

REAPER SAURIAN TACTICS

Due to its large size, the reaper saurian must rely on rather clever tactics to acquire living prey. Due to its similar appearance to other long-necked saurians, it is able to approach many herbivorous creatures without much of an issue. Using its large size, it will deliberately impale smaller prey in an attempt to cripple it with its tail spines before swooping in with its long neck for the killing blow.

Another tactics it enjoys using is to submerge itself like a nightmarish crocodile before lunging out the water dragging its prey down to the murky depths using its long neck. While underwater, one of its favorite prey are humanoids as it is able to use the reach of its neck to pick unfortunate victims off one by one.

If desperate enough, the reaper saurian will even present itself as prey for other carnivores to trick them into hunting it. Once the unsuspecting carnivore makes the mistake of approaching it, it will reverse the role using its deadly tail spines to prevent its escape crushing it beneath its colossal feet.

REAPER SAURIAN

- **Movement Speed** swim 30ft.
- **Challenge Rating:** 13

Aggressive The reaper saurian move up to its movement speed toward a hostile creature that it can see as a bonus action

False Appearance While motionless underwater, the reaper saurian is indistinguishable from a log.

Hold Breath The Saurian can hold its breathe for 1 hour.

Predatory Instinct The saurian advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

Spined Body Creatures that grapple it or hit it with a melee weapon attack while within 10ft. of it takes 13(2d12) piercing damage

Reactive Head The reaper saurian can take a reaction at the end of every creature's turn. It can only use this reaction to make an opportunity attack with its bite.

Actions

Multiattack The Reaper Saurian can make an Earth Tremor (if available), a bite, and a tail attack. It can substitute one of its tail attacks for an implaing spike attack.

Bite *Melee Weapon Attack* +13 to hit:, 20ft., , one target. Hit 29(6d6+8) piercing damage.

Impaling Spikes *Ranged Weapon Attack* +13 to hit:, 60/240ft., , one target. Hit 29(3d12+8) piercing damage. Creatures hit by this attack are knocked prone and restrained. Creatures must uses its action to remove the spike with a DC 21 Strength saving throw.



SPINED SAURIAN

Spined saurian are have quite an intimidating appearance as its body is covered with rows of sharp spines the length of swords. These spines specifically serve the purpose discouraging any predator from attempting to make a meal out of it. However, predators that are still not discouraged often find themselves at the mercy of its tail full of elongated spikes. The spines of this dinosaur are particularly dangerous for they have adapted to cause a creature to experience excessing blood loss. As a result, its tail swipes tend to be quite lethal. If the the target survives the initial blow, it tends to typically die from its wounds.

SPINED SAURIAN TACTICS

Its spines not only serve as a deadly defense, but also serves as a method of communication. Their body spines have a bioluminescent property allowing its to glow in the dark. These dinosaur tend to use these spines to illuminate their path at night preventing predators from sneaking up on them. It also serves as a means of communication often signaling for danger, warning intruders, or for attracting a mate.

SPINED SAURIAN TEMPLATE

Huge beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 76 (8d12+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws: Strength +8, Constitution +6

Skills Athletics +6, Perception +4

Senses passive Perception 14

Challenge 5 (1800 XP)

Siege Monster The saurian deals double damage to objects and structures

Illuminated Plates As a bonus action, the saurian can give off bright light in a 10ft. radius around it and dim light an additional 10ft. It can dismiss this light as will using a bonus action.

Spiked Body Creatures that grapples of hits the saurian with a melee weapon attack while within 5ft. of it, it takes 13(2d12) piercing damage.

Reactive Tail When the saurian takes damage, it can use its reaction to make a tail attack against against its attack if its is within range. It can use this reaction at the end of each creature's turn

Actions

Piercing Tail +8 to hit, 15ft., one target. **Hit** 31(4d12+5) piercing damage. Upon a hit, the target must succeed a Constitution save of 16. On a failed saving throw, the target begins starts to bleed profusely taking an additional 13(2d12) damage. This damage cannot be reduced in any manner.

Rimeplate Saurian

- **Damage Resistances** Cold
- **Challenge Rating** Increases by 1

Ice Walk The rimeplate saurian can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

False Appearance While motionless, the rimeplate saurian is indistinguishable from a frozen ice boulder.

Frozen Body (Replaces Spined Body) Creatures that grapples it or hits it with a melee weapon attack while within 5 ft. of it, the attacker takes 9 (2d8) cold damage.

Ice Walk The rimeplate saurian can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Insulated Body Upon failing a saving throw against an effect that deals cold damage, the saurian takes half damage. Upon a successful saving throw, it takes no damage.

Snow Sight The Rimeplate Saurian's vision is not obscured by fog or snowfall.

RIMEPLATE SAURIAN

The rimeplate saurian is another breed of dinosaur that thrives in the coldest of environments on the Material Plane. These creatures have a wide array of natural defenses to protect them against this extreme environment.

One of their primary features is their icy plates that line their backs. These semi-translucent spines are able to function as a means of camouflage as they resemble a small ice shelf or fragment of a glacier. These plates also serve as way to absorb and regulate heat in a frigid environment as they have the unique ability to act as a heat sink siphoning it from its surroundings.

RIMEPLATE SAURIAN TACTICS

Thanks to the unique ability of these dorsal plates, the rimeplate saurian has an extremely useful self-defense mechanism as it can generate a frigid aura that can cause extreme frostbite to any creature that wanders too close. When threatened, the saurian will simply stand its ground in the face of danger. All but the most determined predators will quickly lose interest after suffering extreme frostbite to the interior of its mouth.

Sun Saurian

- **Damage Resistances** Cold, Fire, Radiant
- **Challenge Rating** Increases by 1

Illumination When in dim light or darkness, the sun saurian can give off bright light in a 10ft. radius and dim light and additional 10ft.

Insulated Body The saurian and creatures within 5 ft. of the saurian gains resistance to fire and cold damage. They are also unaffected by extreme temperatures caused by environment.

SOLAR PLATES

While in sunlight, the saurian gains the following benefits

Its spined body deals an additional 5(1d8) fire damage. Additionally, its melee weapon attacks deal an additional 9(2d8) fire damage while in this state.

As long as it has 1 hitpoint, it can regain 5 hitpoints at the start of its turn.

The saurian's movement speed increases by 10ft.

Blinding Flash (1/day) Creatures in a 30ft. radius must succeed a DC 14 Constitution saving throw or become blinded for one minute on a failed saving throw. Creatures can repeat its saving throw at the end of its next turn ending it on a success.

SUN SAURIAN

The sun saurian is the complete opposite of its arctic counterpart. This saurian prefers to dwell in extremely hot environments where sunlight is plentiful. It not only is able to use sunlight as a source of energy, it is able to use it to accelerate its own metabolism allowing it to even heal its own injuries. These plates also have the unique ability to store light within its form, providing a source of light during the night.

SUN SAURIAN TACTICS

The sun saurian is at its best while out in the sun. Not only will attackers be severely burned whenever it attack the saurian, it is also able to release stored sunlight in a brilliant burst that will blind its opponents. The presence of sunlight seems to embolden its demeanor making it more aggressive when attacked. While under most circumstances, the sun saurian will stand its ground until its attacker flees, during the day the sun saurian is much more likely to chase down a fleeing attacker to finish it off for good.



Runeplate Saurian

- **Challenge Rating** Increases by 1

Magical Attacks The saurian's attacks count as magical for the purpose of overcoming resistance

Spell-Turning The saurian has advantage on saving throws against any spell that targets only the saurian (not an area). If the saurian's saving throw succeeds, the spell has no effect on the saurian and instead targets the caster.

Magic Sense The saurian can pinpoint the presence of magic within 1 mile of it and can determine the school of its magic

Spell Resistance The saurian has resistance to all spell damage

RUNEPLATE SAURIAN

The runeplate saurian is an extremely unique and rare breed of dinosaur thanks to its natural sensitivity and resilience against magical effects. The source of its true origins has always been the subject of debate. Some scholars argue that the runeplate saurian is not a naturally occurring species of dinosaur, but rather a creation through magical experimentation. Others believe it is simply the result of inevitable evolution, especially due to the magical nature of the Material Plane.

Regardless of its origins, the source of its arcane sensitivity resides within its dorsal plates. Each of these plates seems to possess a pattern unique to each individual creature that at its very core seems to be patterned after magical ley lines that exist in the very fabric of the planes. These patterns give the runeplate saurian a natural sensitivity to magic often causing their plates to give off a peculiar glow when in the presence of a particular school of magic. It is believed that their migrational behavior is actually influenced by fluctuations in magical energy such as solstices or eclipses.

Because of this, many arcanists actually tame these beasts to study their behavior to predict the appearance of magical phenomena as well as using their plates as an ingredient for numerous magical items and elixirs.

RUNEPLATE SAURIANN TACTICS

Because of their natural resistance to spells and magical effects, runeplate saurians are able to thrive in environments that would otherwise be too magically volatile to traverse safely. Another unique property that their plates seem to possess is that it can store excess amounts of magical energy to be used as a self-defense mechanism. Because of this ability, the natural weapons of runeplates are extremely powerful and are able to even puncture through magical armor. However, its most potent ability is to redirect magical energy and reforming it as a spell to reflect at its attacker.

As a result, these creatures are valued as beasts of war since magic is a staple for of warfare for numerous societies on the Material Plane.

Razorspine Saurian

- **Challenge Rating** Increases by 1

Aggressive The razorspine saurian can use its bonus action to move up to its movement speed towards a hostile creature.

Pack Tactics The saurian has advantage on attack rolls if its target is within 5 ft. of one of the saurian's allies that are not incapacitated.

Spined Body Creatures that grapples it or hits it with a melee weapon attack while within 5 ft. of it, the attacker takes 13 (2d12) piercing damage.

Tempermental The razorspine saurian has advantage on saving throws against being charmed or frightened.

Spike Toss Ranged Weapon Attack: +8 to hit; 30/60ft., one target. Hit 31 (4d12+5) piercing damage. Upon a hit, creatures must succeed a DC 16 Strength saving throw or become restrained. It must use an action to remove the spines with a successful DC 16 Athletics check.

Reactions

The saurian can use its reaction to ram into a creature that first enters or ends its turn within 5 ft. of it.

Impale Melee Weapon Attack: +8 to hit; 30/60ft., one Large or smaller target. Hit 31 (4d12+5) piercing damage. Upon a hit, creatures must succeed a DC 16 Strength saving throw or become grappled to the saurian (escape DC 16). It can only grapple one creature in this manner at a time.

While grappled in this manner, the saurian cannot make any a tail or spike toss against that creature. However, it can use its bonus action to Impale a creature grappled in this manner.

RAZORSPINE SAURIAN

Of all plated saurians, the razorspine saurian is the most dangerous. The primary reason they are considered to be so dangerous is because they are extremely territorial. Accounts have claimed that if one looks at these creatures for too long they will become furious and will chase after the observer. However, when one of these dinosaurs become aggressive, **ALL** nearby razorspines will become extremely irritable and will join the chase after the offender.

Unfortunately their foul temperament makes them rather troublesome to pacify as they tend to ignore any druidic magics to quell their anger. When angered, the best thing one can do is simply to leave them be and hope they do not decide to give chase.

RAZORSPINE SAURIAN TACTICS

The best advice one can give for battling razorspine saurians is to avoid the fight all together. As mentioned before, razorspines possess a strange mob mentality wherein they all chase down anything that offends them. Because of this behavior, even the most terrifying of predators are extremely hesitant to even consider attack them.

Once enraged, they will relentlessly chase down their foe with surprising speed. It is not entirely clear to what extent these creatures will chase down an aggressor. Some accounts have observed a squad of razorspines chase down a solitary herbivore for miles when it ate a bush that belonged in their territory; whereas, in another instance, they would retreat back to their territory after a predator has been driven off. Honestly, this factor may ultimately depend on the mood of the razorspine at any given moment.

While in pursuit, the razorspine will unleash a volley of spines that it will fire at its fleeing foe while it closes the distance on its quarry thanks to its fury-induced adrenaline. Once in melee range, especially if in a group, the razorspine begins to employ a rather brutal tactic where it impales its target onto its body spines. When in a mob, the razorspines will simply sandwich their quarry between their bodies leading to an extremely bloody and painful demise.

Crystalgleam Saurian

- **Damage Resistances** radiant; Non-magical bludgeoning, piercing, and slashing damage, radiant.
- **Senses** Darkvision 120ft.
- **Challenge Rating** Increases by 2

Crystalline Weapons The saurian's attacks count as magical for the purpose of overcoming resistance

Crystalline Scales Whenever the saurian is hit with a critical hit, it takes normal damage instead. If a creature rolls a 1 or 2 on its attack roll against the saurian, it can treat the roll as a critical failure. Upon a critical failure, non-magical weapons instantly shatter against its hide and becomes unusable.

Light Refraction Whenever the saurian is hit with an attack that deals radiant damage, it can roll a d6. Upon roll a 5-6, it takes no damage, and redirect the attack at the caster or another creature in range using the caster's attack bonus to hit.

Reflective Crystals The saurian has advantage on saving throws against any effect that deals radiant damage. the saurian(not an area). Upon a failed saving throw, the saurian takes half damage and takes no on a success.

If the saurian succeeds its saving throw against an effect only targets the saurian (not an are of effect), the feature has no effect on the saurian and instead targets the caster.

CRYSTALGLEAM SAURIAN

The crystalgleam saurian is one of the most beautiful of all dinosaurs and can only be found in the deepest reaches of the Underdark. Its dorsal spines seems to scintillate with the brilliance of a rare gem. It is believed that these dinosaurs are able to grow these beautiful formations due to their diet. Their favorite food is a type of plant that lives deep within their subterranean homes. Thanks to the mineral rich nature of this plant, the bone structure of this dinosaur is able to become even more durable as it takes on a crystalline nature.

CRYSTALGLEAM SAURIAN TACTICS

Thanks to their crystalline plates and bones, they are much more durable than their other kin as they are able to resist most forms of mundane weaponry. In fact, these crystals are hard enough to shatter the teeth, claws, and even swords of its enemies.

However, the most potent ability is that these crystals are able to refract and even reflect light back at its source. Because of this, these creatures are valued by many subterranean races who are otherwise hindered by light-based attacks.

Sparkplate Saurian

- **Condition Immunities** Paralyzed
- **Challenge Rating** Increases by 1

Charged Body (replaces Spined Body) Whenever the saurian deals lightning damage to a creature, if a creature grapples, or hits it with a melee weapon attack while within 5ft. of it, that creature must succeed a DC 15 Constitution saving throw or become paralyzed until the end of its next turn.

Lightning Plates Attacks that deal lightning damage have advantage against the saurian.

Additionally, the saurian automatically fails saving throws against effects that deal lightning damage.

Lightning attacks within 10ft. of the saurian that targets a single creature automatically is redirected and targets the saurian.

Storm Burst When the saurian takes lightning damage, it takes no damage. Until the end of its next turn, it deals an additional 5(1d8) lightning damage to its attacks. If it is outdoors in stormy conditions, this additional damage increases to 9(2d8).

SPARKPLATE SAURIANS

As their name suggests, sparkplate saurians have a unique affinity for electrical energy. Their plates are extremely conductive as its actually functions as lightning rod which redirects electrical energy to it instead. It is believed that these creatures are able to feed off this electrical energy. As a result, they are often present in large numbers often scaling to high elevations to cause lightning bolts to hit their form.

Unfortunately the unique properties that their plates possess make them the prime target for many arcanists, artificers, and poachers who seek to profit or craft items from their bodies.

SPARKPLATE TACTICS

Sparkplate saurians not only are able feed off of electrical energy but can use it as a means of self defense. They have the ability to supercharge their body with electrical current that is capable of paralyzing even the largest of predators. Due to the high voltage of their abilities, the best advice that one does not provoke these creatures during a thunderstorm or while wielding lightning-based magic. If one does not heed this warning, they honestly deserve whats coming next.



ARMORED SAURIAN

Armored saurians are easy to identify as they seem to resemble walking masses of natural armor. Their hide is covered with bony protrusions and spikes that grants it an uncanny resistance to physical blows. Even the jaws of even the largest venator has a challenge to crack its thick hide. However, its most potent defense is its bone-shattering tail club which incapacitates any creature foolish enough to try to make a meal out of it.

ARMORED SAURIAN TACTICS

Due to their slow speed, armored saurians are often forced to stand their ground when a predator threatens them, it often waits for its foe to come to it using its tail to knock down its foe. It continues to bludgeon its enemy until that creature is forced to flee. If the foe proves to be too strong, the saurian will attempt to flee.

ARMORED SAURIAN TEMPLATE

Huge beast, unaligned

Armor Class 15

Hit Points 84 (8d12+32)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	11 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Saving Throws: Strength +7, Constitution +5

Skills Athletics +7, Perception +4

Senses passive Perception 14

Challenge 6(1800 XP)

Armored Hide The saurian can reduce bludgeoning, piercing, and slashing damage taken by 5.

Siege Monster The saurian deals double damage to objects and structures

Sturdy Body The saurian has advantage on saving throws against being knocked prone.

Spiked Body A creature that grapples the armored saurian or hits it with a melee attack while within 5 ft. of it takes 2d6 piercing damage.

Thick Plating Has advantage on saves against being stunned.

Actions

Tail. *Melee Weapon Attack, +7 to hit; 15ft., , one target. Hit 31(6d8+4) bludgeoning damage. Creatures hit by this attack must make a Constitution save of 14 or be knocked prone and stunned until the end of its next turn.*

Bonus Actions

Stomp *Melee Weapon Attack, +7 to hit; 15ft., , one prone target. Hit 15(2d10+4) bludgeoning damage.*

Deathquill Saurian

- **Challenge Rating** Increases by 1
- **Damage Resistances** Poison

Poisonous Quills A creature that grapples or hit the saurian with a melee attack while within 5ft if it must succeed a DC 15 Constitution saving throw or take an additional 7(2d6) poison damage and become poisoned until the end of its next turn.

Poison Resilience The deathquill saurian has advantage on saving throw against being poisoned

Retaliation If a creature attempts to grapple or hit the saurian with a melee attack, it can use its reaction to make a tail attack against it

Actions

Poison Tail (replaces tail) +7 to hit; 15ft., , one target. Hit 31(6d8+4) bludgeoning damage. Creatures hit by this attack must make a Constitution save of 14. On a failed save, creatures take an additional 21 (6d6) and is poisoned until the end of its next turn. On a successful saving throw, it takes half damage and is not poisoned

Needle Spray (1/long rest) Creatures within a 30ft. radius must succeed a DC 15 Dexterity saving throw or take 21(6d6) piercing damage taking half damage on a successful saving throw. Creatures that fail this saving throw take an additional 21(6d6) poison damage and are poisoned for one hour. If creatures are immune to being poisoned, they are unaffected by this feature.

DEATHQUILL SAURIAN

Don't let the deathquill saurian's fluffy appearance fool you. Its "fluffy" fur is actually a dense layer of barbed feathers lined with extremely potent poison capable of killing most humanoids from a single touch.

DEATHQUILL SAURIAN TACTICS

If its appearance and name wasn't clear enough, this saurian **HATES** to be touched without its approval. Creatures that do will find themselves riddled with dozens of poisonous quills.

In combat, the deathquill do anything to be left alone. When attacked, it will thrash about violently flinging quills in all directions. Once the opportunity presents itself, it will flee in the direction that will take it the furthest from its aggressor.

Stonebreaker Saurian

Challenge Rating Increases by 1

Charge If the saurian moves at least 20ft. in a straight line and makes a tail attack on the same turn, it can deal an additional 9 (2d8) bludgeoning damage.

Powerful Build The saurian counts as one size larger for the purposes of pushing, carrying, lifting, grappling.

Reckless The stone breaker saurian can choose to have advantage on attack rolls until the start of its next turn but attacks against it has advantage.

Shell Defense As a reaction against being targeted with an attack or forced to making a saving throw, the saurian can give itself full cover against the next attack or effect against it using its reaction.

Actions

Barreling Charge As an action, creatures in a 30ft. long and 10ft. wide line must succeed a DC 15 Strength saving throw or take 28 (8d6) bludgeoning and fall prone. The saurian uses all of its movement speed as part of this action.

STONEBREAKER SAURIAN

Although all armored saurians are covered with a thick layer of scaled armor, the stonebreaker takes body armor a bit to the extreme. This dinosaur's body seems to be coated with a haphazard amalgamation of boulders and crystals on top of its body. In fact, this body armor is able to effectively function as a shell wherein the saurian can fully retract into when threatened.

STONEBREAKER SAURIAN TACTICS

The stonebreaker saurian is the epitome of recklessness in combat. Maybe it can afford to be this reckless due to its excessive body armor. When threatened, the stonebreaker saurian's first instinct is to hide within its shell. Once sufficiently protected, the saurian will simply roll around like a giant cannonball slamming into anything in its path. Due to the sheer density of this creature, it is able to shatter through solid stone and cripple any unfortunate soul who finds its way in its path.

Forgetail Saurian

- **Movement Speed** 30ft.
- **Damage Immunity** Fire
- **Challenge Rating** Increases by 1

Heated Body A creature that grapples or hits the saurian with a melee attack while within 5ft. of it takes 9(2d8) fire damage.

Fuming Fury When below half its hitpoint maximum, creatures that first enter or starts its turn within 5ft. of the saurian takes 9(2d8) fire damage.

Actions

Combustion Tail(Replaces Tail) *Melee Weapon Attack*, +7 to hit, one target, *Hit* 17(3d8+4) bludgeoning damage. Upon a hit, the target and creatures (excluding the saurian) within a 5ft. radius must succeed a DC 14 Strength saving throw or take 27(6d8) fire damage and be pushed back 10ft. and fall prone.

FORGETAIL SAURIAN

The forgetail is an extremely rare but interesting species of dinosaur. These creatures primarily lives in extremely hot environments such as volcanoes or underground springs. It is believed that this dinosaur has actually acquired this affinity to fire due to some sort of magical evolution spurred by a planar rift between the Material Plane and the Elemental Plane of Fire.

As a result, this creatures has not only been granted a natural immunity to fire making it completely at home in this otherwise hostile environment. Accounts even claim that these creatures living in small pods that swim in pools of magma. However, this primordial evolution has also given it the ability to channel the elemental energy of fire to some degree.

FORGETAIL SAURIAN TACTICS

As described in its name, the forgetail has the unique ability to create a fiery explosion upon impacting a creature with its tail. Such an explosive attack will definitely force creatures to reconsider making this creature its meal. However, the forgetail has a wide array of additional defenses to further deter its enemies as touching its body its akin to touching an open flame. When angered, it is able to superheat its body scorching any creature that ends up to close to it.

Reef Saurian

- **Movement Speed** 30ft. swim
- **Damage Immunities** Poison
- **Damage Resistances** Lightning
- **Condition Immunities** Poisoned, Paralyzed

Hold Breath The saurian can hold its breath up to 30 minutes.

Coral Camouflage While motionless, the saurian is indistinguishable from coral. While obscured by ample coral, it has advantage on Dexterity (Stealth) checks.

Mental Fortitude The saurian has advantage on saving throws against being charmed or frightened.

Webbed Tail While underwater, the Reef Saurian can use its bonus action to Dash. This movement does not provoking opportunity attack

REEF SAURIAN

The reef saurian is an aquatic variant of the armored saurians. Instead of knobby plates and ridged scales, the reef saurian possesses a haphazard array of barnacles, coral, sea plants, and other aquatic life that calls its body home. Despite the fact that it does not have the ability to stay underwater indefinitely, the reef saurian spends the majority of its time underwater. Thanks to its powerful webbed tailed, it is able to move with surprising mobility for its bulky form while underwater.

As its primary diet largely consists of coral and underwater plant life, the reef saurian has developed several counters to common natural defenses that these creatures possess such as an immunity to poison and paralysis. Because of their innate immunity, reef saurians are often valued as mounts for many aquatic and coastal races. However, in large numbers, they have proven to be a nuisance as they can quickly devour an entire coral reef if not controlled.

REEF SAURIAN TACTICS

In contrast to the rest of its kin, the reef saurian is extremely and playful towards humanoid. At times it can be a bit too playful as it can accidentally send one sprawling within its tail as they often forget their size disparity between them and their humanoid companions.

Thanks to their large size and heavily armored bodies, reef saurians will not hesitate to drive off aquatic predator such as sharks and smaller leviathans. Using their powerful tails, they are able to frustrate and disorient their opponent while maneuvering to safety out of reach of their jaws.

Wart Saurian

- **Damage Immunities** Poison
- **Damage Resistances** Acid
- **Condition Immunities** Diseased, poisoned
- **Challenge Rating** Increases by 1

Stench Creatures that first enter or start its turn within 10ft. of the saurian must succeed a DC 15 Constitution saving throw or become poisoned for one minute.

While poisoned in this manner, creatures cannot take actions or reactions as it spends its turn wretching.

It can repeat its saving throw at the end of each of its turns to end the effect. Upon a successful saving throw, it is immune to being poisoned in this manner for the next 24 hours.

Bulbous Warts If a creature hits the saurian with a melee attack while within 5ft. of it, it takes 7(2d6) acid damage and becomes poisoned until the end of its next turn.

Creatures poisoned in this manner become susceptible to its Stench even if it previously succeeded.

Lazy The wart saurian has advantage on saving throws against being charmed. If charmed, it can use its action to end the effect.

Actions

Tail Burst(Recharge 5-6) *Melee Weapon Attack*, +7 to hit, one target, *Hit* 17(6d8+4) bludgeoning damage. Creatures in a 10ft. radius around the saurian must succeed a DC 15 Constitution saving throw or take 21(6d6) poison damage and become poisoned for one minute. Creatures poisoned in this manner take 11(3d6) acid damage at the start of each of its turns and cannot take action and reactions as it spends its turn wretching. Creatures can repeat its saving throw at the end of each of its turns to end the effect up a success.

WART SAURIAN

The wart saurian is a rather disgusting breed of armored saurian as it sacrifices the heavy armor plating of its relatives for a series of bulbous warts filled with putrid fluids.

These disgusting creatures find themselves completely at home in the filthiest of bogs, swamps, and even sewers. Although they were initially considered herbivores, these creatures will honestly eat anything one places in front of them. Thankfully, they seem to lazy to actually pursue any living prey but won't hesitate to swallow a living creature if it accidentally found itself within its food.

Despite their foul appearance and even fouler smell, they actually can prove to be a tremendous aid. Many large cities import these creatures to dwell beneath their sewers to help control excess waste. As a result, they will ensure that the city becomes cleaner while ensuring even more unsavory creatures are not attracted to the city's underbelly.

WART SAURIAN TACTICS

Due to its lazy nature, the wart saurian is not much of a fighter. Its primary defense is its foul stench and extremely toxic body that even a starving predator would find utterly repulsive. However, if these defenses do not deter a predator, it will resort to using its tail that is consists of dozen of bulging pustules filled with vitriolic acid. Upon impact, these sacs explode spraying toxic liquid all over its opponents.

Another downside to their lazy nature is that they are nearly impossible to remove if they find themselves in an unwanted location. Their lazy demeanor makes them extremely resilient against druidic magics that would force it to obey one's command. If for some reason this magic is able to penetrate its tiny brain, the thought of having to do a task for someone else is able to shake it out of its charmed stupor.

One must resort to more mundane means such as luring its out with food to get it do anything.



SHIELDHORN SAURIAN

Shieldhorns can be distinguished by their often colorful and sometimes feathered frills along with their lance-like horns protruding from their foreheads. Shieldhorns tend to be rather short tempered, rarely tolerating the prolonged presence of humanoids or carnivores. When threatened, shieldhorns tend to stick together and stand their ground shielding the young and frail members of the herd behind a shield of horns. Their herds are often accompanied by other herbivores who use their presence as a deterrent to predators.

SHIELDHORN TACTICS

Shieldhorns will actively engage a creature that threatens it or its herds. When angered, they are surprisingly agile, quickly charging at their foes, goring them with its horns. What makes an angered triceratops even more dangerous is that they are normally accompanied by other members of the herd, quickly turning the odds in their favor.

SHIELDHORN SAURIAN

Huge beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 95 (10d12+30)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Strength +9, Constitution +6
Skills Athletics +9, Perception +4
Senses passive Perception 14
Challenge 6(200 XP)

Aggressive The saurian move up to its movement speed toward a hostile creature that it can see as a bonus action

Defiant The saurian advantage on saving throws against being frightened. If the saurian fails its saving throw against being frightened, it can use its action to end the effect.

Siege Monster The saurian eals double damage to objects and structures

Trampling Charge If the saurian moves at least 20ft. in a straight line toward a creature and then hits it with a gore attack on the same turn, the target takes an additional 13(2d12) piercing damage and must succeed on a DC 17 saving throw or be knocked prone. If the target is prone, it can make a stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack, +9 to hit:, 5ft., , one target. Hit 26(3d12+6) piercing damage.*

Bonus Actions

Stomp. *Melee Weapon Attack, +9 to hit:, 5ft., , one prone target. Hit 23(3d10+6) bludgeoning damage.*

Ragehorn Saurian

- **Challenge Rating** Increases by 1

Adamant While in combat, the saurian has advantage on saving throws against being charmed. If currently charmed, it can automatically end those effects using an action.

Last Stand When the saurian is reduced to below half its hitpoint maximum, when it takes the Attack action, it can make an additional gore attack as part of that action

Reckless At the start of each of its turns, the saurian can choose to have advantage on attack rolls until the start of its next turn, but attacks against it have advantage.

Relentless If the saurian is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Wounded Fury While below half its hitpoint maximum, the ragehorn has resistance to all damage.

RAGEHORN SAURIAN

Of all shieldhorn species, the ragehorn is the largest and most dangerous. Although most of their kin tend to be territorial in nature, the ragehorn is actively aggressive. However, its violent tendencies seem to be mostly directed to carnivores (including humanoids) as it tends to leave most herbivores alone.

Attempts to tame these beasts have been completely unsuccessful as they are extremely suspicious and violent towards humanoids. They seem to even seem to possess the ability to shrug off magical effects that would otherwise pacify them.

RAGEHORN SAURIAN

In battle, the ragehorn is a sight to behold. Its fury grants it supernatural ferocity and endurance allowing it to drive away even the mightiest of venators all by itself. Its sheer fury alone allows it to seemingly defy death to continue fighting until its enemy falls.

That being said, if one ever faces a ragehorn in combat, that will be a battle to the death as the ragehorn will not back down until either it or its foe dies. Because of this behavior, some experts state that playing dead is a good tactic to getting this beast to leave you alone by tricking it into believe it has won.

Wasteland Saurian

- **Damage Resistances** Cold, Fire

Endurance The saurian has advantage on Constitution saving throws. Upon failing a Constitution saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Home Sense The saurian always knows the general direction of a location that it has been to as long as it has spent at least 1 hour observing or growing accustomed to that spot.

Sand Walk The saurian can move across and climb difficult terrain such as quicksand, ice, or snow without needing to make an ability check or costing additional movement.

Sand Sight The saurian's vision is not obscured by sandstorms, snowfall, or fog.

WASTELAND SAURIANS

Wastelands saurians are believed to be one of the most useful bestial mounts in all of humanoid civilization. This dinosaur is known for its remarkable endurance as it is able to weather the most extreme of temperatures and environments. They are also able to travel at efficient pace that is completely unaffected by environmental hazards such as ice and snow. Their heavily lidded eyes grant them superior protection against extreme weather allowing them to see through the densest fog, rainfall, or even sandstorms with little difficulty.

However, the primary ability that makes these creatures so valuable is its ability to find its way home, regardless of how far it has traveled. These beasts have proven to be the salvation of many travelers who became lost in the wilds of the Material Plane.

WASTELAND SAURIAN TACTICS

Another benefit that wastelands saurians possess is their extreme loyalty to their humanoid masters. As mentioned earlier, they have been known to carry their owners who have been wounded or succumbed to the elements back to safety traveling miles unaided.

Unlike horses and similar mounts, they are not easily spooked and would much rather stand its ground against a threat rather than flee (especially if its master is in sight.)

Manahorn Saurian

Magical Attacks The saurian's attacks are magical for the purpose of overcoming resistance

Magical Resistance The saurian has advantage on saving throws against spells and magical effects.

Mana Scale As an action, the saurian can end one spell effect on itself.

Mana Horn Whenever the saurian is within 60ft. of a magical effect or spell, it can give off a bright light in a 5ft. radius and dim light and additional 5ft. The color of this light depends on the manahorn, the school or origin of the magical effect.

MANAHORN SAURIAN

The manahorn is another species of dinosaur that possesses an innate sensitivity to the magic. However, its connection to the arcane is not nearly as complex as others such as the runeplate saurian.

The manahorn's primary ability is that its facial horns are able to give off a magical glow whenever it is in the presence of magical. A unique characteristic of this feature is that the color of this glow often varies depending on the individual. Many druids and arcanists take joy in trying to determine the correlation between the manahorn's bioluminescence and the various schools of magic.

Thanks to their ability, manahorns are quite the utilitarian mount as they are able to allow its riders to safely navigate through otherwise magically dangerous terrain.

MANAHORN SAURIAN TACTICS

The manahorn's passive affinity to magic does grant several advantage in battle. One of its primary benefits is that its magical essence is able to empower its natural attacks allowing it to pierce even the most resilient of defenses. Additionally, the magical essence of the manahorn grants it the ability to shrug off the debilitating effects of harmful spells that are cast upon it.

Blighthorn

- **Damage Resistances** Poison, Necrotic

Poison Resilience It has advantage on saving throw against being poisoned.

Floral Rage When it makes an attack against a plant, it can make one additional gore attack as part of its action.

Sap Stores When below half its hitpoint maximum, the blighthorn can regain 5 hitpoints and end one of the following conditions: blinded, deafened, exhausted, paralyzed, poisoned, or stunned at the start of each of its turn.

Plant Camouflage While obscured by ample vegetation, the blighthorn has advantage on Dexterity (Stealth) checks. While these conditions are met, it can use its bonus action to hide.

BLIGHTHORN SAURIAN

For sentient plants, the blighthorn is a nightmarish creature. Although most herbivores tend to ignore sentient plants, the blighthorn can resort to nearly predatory behavior while in their presence. Herds of blighthorns have been known to raid entire floran villages trampling and devouring any unfortunate victims caught in their stampede.

Because of this behavior, blighthorns are heavily monitored and controlled by many druidic circles and ranger conclaves. Without the proper supervision, large herds of these beasts can be comparable to a locust plague devouring all plants in their path, mundane and sentient alike.

BLIGHTHORN SAURIAN TACTICS

Blighthorns have evolved to specifically hunt and devour sentient plants as they have acquired a natural resistance to their forms of attacks. When in the presence of sentient plants, the blighthorn erupts into a berserk fury transforming into a flurry of horns skewering anything in its way.

If heavily wounded, it is able to tap into a reserve of sap it accumulated from previous meals to heal its injuries.

NOMAD SAURIAN

Huge beast, unaligned

Armor Class 14

Hit Points 84 (8d12+32)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
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20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	10 (+0)
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Saving Throws: Strength +8, Constitution +6

Skills Perception +4

Senses passive Perception 14

Proficiency Bonus +2

Challenge 4(3900 XP)

Siege Monster The saurian deals double damage to objects and structures

Beast of Burden The saurian's size counts as gargantuan for the purpose of carrying and pulling.

Trampling Dash If the saurian takes the Dash action, creatures within its path must make a DC 16 Strength saving throw or be knocked prone on a failure. It can use its bonus action to make a stomp attack against a prone creature.

Actions

Stomp. *Melee Weapon Attack, +8 to hit; 5ft., one target. Hit 22(3d10+5) bludgeoning damage.*

RIVER SAURIAN

Huge beast, unaligned

Armor Class 13

Hit Points 38 (4d12+12)

Speed 50ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

18 (+4)	10 (+0)	17 (+3)	2 (-4)	12 (+1)	10 (+0)
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Saving Throws: Strength +6, Constitution +5

Skills Perception +3

Senses passive Perception 13

Proficiency Bonus +2

Challenge 2(450 XP)

Siege Monster The saurian double damage to objects and structures

Beast of Burden Its size counts as one size larger for the purpose of carrying and pulling.

Hold Breath The saurian can hold its breath for up to 1 hour.

Slick Scale The saurian has advantage on ability checks and saving throws to escape being grappled or being restrained.

Actions

Stomp. *Melee Weapon Attack, +6 to hit; 5ft., one target. Hit 15(2d10+4) bludgeoning damage.*

NOMAD SAURIAN

Nomad saurians are one of the largest species of saurian, second only to the titan. These peaceful titans are known for their duck-like bills and are often found in colossal herds with dozens, and by some accounts, hundreds of members. They are known for their surprising speed and endurance for their size making them prized mounts for trading goods and transportation.

NOMAD SAURIAN TACTICS

Nomad saurians are generally very peaceful giants. In fact, they tend to be more dangerous as they are fleeing from danger. They are very likely to unintentionally trample a smaller creature in their haste. However if their young are threatened, they stand their ground using their size and powerful kicks to drive back predators.

RIVER SAURIAN

The river saurian is a smaller relative to the nomad saurian that finds itself completely at home in rivers, streams, and lakes. Just like their other kin, they live in massive herd consisting of dozens of members. They spend the majority of the time in the water feasting on aquatic plants.

RIVER SAURIAN

At the first sign of danger, the river saurian will bolt to safety. Its slick scales grants it a considerable advantage against its predators allowing it to easily slip away from their jaws so that they can make their escape. However, if cornered, they will use their superior size to stomp any carnivore underfoot.



SIREN SAURIANS

Siren saurians are probably the most common of all saurians. Their presence is very easy to identify as a herd of sirens can be heard by an ambiance of honks and bellows originating from the crest on their heads. They not only use it to communicate but also as a means to sense their surroundings almost akin to an audible version of echolocation. This allows it to identify the presence of predators that may have been hidden from view. This crest can also amplify its roar, striking fear in any predator causing them to flee.

SIREN SAURIAN TACTICS

Siren saurians are very skittish creatures fleeing at the first sight of danger. Their primary defense against predators is their bellowing crest. However do have a particularly nasty kick to fend off any predators that still remain undeterred

SIREN SAURIAN

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 34 (4d12+8)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	2 (-4)	17 (+3)	16 (+3)

Skills Perception +7, Intimidation +7, Performance +7

Senses passive Perception 17, blindsight 120ft.

Proficiency Bonus +2

Challenge 1 (200 XP)

Siege Monster The saurian deals double damage to objects and structures

Keen Senses The saurian has advantage on Wisdom(Perception) checks relying on hearing.

Skittish Has advantage on initiative checks. When it rolls for initiative and is not surprised or incapacitated, it can move up to half its movement to a spot that it can see. This movement does not provoke opportunity attack.

Actions

Kick. *Melee Weapon Attack, +5 to hit*, 5ft., , one target. *Hit* 14(2d10+3) bludgeoning damage.

Siren Horn (Recharge 5-6): Creatures of the saurians choice within a 60ft. that can hear the siren saurian must make a DC 13 saving throw . On a failed saving throw, it becomes frightened by the siren saurian for one minute. While frightened in this manner, the creature must spend its turn trying to move as far away from it as it can and cannot move willingly to a space within 30ft. of it. For its action, it can only use the Dash action or try to escape an effect that prevents its from moving. if there is nowhere to move, the creatures uses its dodge action. At the end of each of its turns, the creature can repeat its saving throw to end the effect on a success. Upon a successful saving throw, creatures are immune to being frightened in this manner by that Siren Saurian for 24 hours.

SPRINGSKALE SAURIAN

Huge beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 51 (6d12+18)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	2 (-4)	12 (+1)	10 (+0)

Saving Throws: Strength +6, Constitution +5
Skills Perception +3
Senses passive Perception 13
Proficiency Bonus +2
Challenge 3 (700 XP)

Siege Monster The saurian double damage to objects and structures

Beast of Burden The saurian's size counts as one size larger for the purpose of carrying and pulling.

Long Jump With a 10-foot running start, the saurian can long jump up to 30 ft.

Jump Kick If the saurian moves at least 30ft. and makes a stomp attack on the same turn, it can deal an additional 17(3d10) damage.

Actions

Stomp. *Melee Weapon Attack, +6 to hit;* 5ft., , one target. *Hit* 15(2d10+4) bludgeoning damage and make a DC 14 Strength saving throw or fall prone. It can use its bonus action to make an additional stomp attack against a prone creature.

SPRINGSKALE SAURIAN

Of all the nomad saurian's relatives, the springscale is the definitely the fastest. However, it is even more famous for its incredible jumping speed. Not only does their jumping skill allow them to easily outrun predators, but it can serve as a deadly weapon snapping the necks of many predators in a single hit.

SPRINGSKALE SAURIAN

Similarly to their other kin, springscales typically will flee at the first sign of danger, especially if they are by themselves or outnumbered. However, if they are in a group, several members may decide to stand their ground creating a kill circle of brutal kicks against its foe.

WAYFARER SAURIAN

Huge beast, unaligned

Armor Class 13 (natural Armor)
Hit Points 38 (4d12+12)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	2 (-4)	12 (+1)	10 (+0)

Damage Resistances Cold, Fire
Saving Throws: Strength +6, Constitution +5
Skills Perception +3
Senses passive Perception 13
Proficiency Bonus +2
Challenge 2 (450 XP)

Siege Monster The saurian double damage to objects and structures

Beast of Burden The saurian's size counts as one size larger for the purpose of carrying and pulling.

Environmental Camouflage The saurian has on Dexterity (Stealth) checks when in icy, rocky or terrain with sufficient plant cover. While in these conditions, it can use its bonus action to Hide.

Environmental Sight The saurian's vision is not obscured by sandstorms, snowfall, or fog.

Sure Footed The saurian can move across and climb difficult non-magical terrain such as quicksand, ice, or snow without needing to make an ability check or costing additional movement.

Actions

Stomp. *Melee Weapon Attack, +6 to hit;* 5ft., , one target. *Hit* 15(2d10+4) bludgeoning damage.

WAYFARER SAURIAN

The wayfarer saurian is another extremely reliable mount aside from the nomad and the wasteland saurian. The primary advantage that the wayfarer saurian provides is that it is a much more common dinosaur encounter as they can be found in massive herds that number in the hundreds at its largest.

Although they lack the endurance and strength of their alternatives, they do make up for it with their superior speed coupled with their resistance to extreme environments.

WAYFARER SAURIAN

When threatened, the wayfarer saurians first instinct is to flee. This can cause them to be rather problematic mounts as they can be easily spooked making them hard to control.

WRAITH SAURIAN

Huge beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 51 (6d12+18)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	2 (-4)	12 (+1)	15 (+2)

Saving Throws: Strength +6, Constitution +5

Skills Stealth +6, Perception +3 Intimidation +6

Senses passive Perception 13

Proficiency Bonus +2

Challenge 3 (700 XP)

Frightful Presence Each creature of the saurian's choice that is within 60 feet of the saurian and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the saurian's frightful Presence for the next 24 hours.

Siege Monster The saurian double damage to objects and structures

Beast of Burden The saurian's size counts as one size larger for the purpose of carrying and pulling.

Bioluminescence The saurian can give off bright light in a 10ft. radius and dim light an additional 10ft. It also has advantage on saving throws against magical effects.

Illusion Scale Attacks against the saurian have disadvantage. Upon a hit, the saurian cannot benefit from this feature until the start of its next turn.

Actions

Stomp. *Melee Weapon Attack, +6 to hit; 5ft., , one target. Hit 15(2d10+4) bludgeoning damage and make a DC 14 Strength saving throw or fall prone. It can use its bonus action to make an additional stomp attack against a prone creature.*

WRAITH SAURIAN

The wraith saurian is one of the most elusive of all dinosaurs, partially because they seem to only come out at night to graze disappearing at the slightest glimpse from the light of dawn. These creatures acquired their name due to their otherworldly appearance as they scales seem to give off an ethereal glow similar to that of moonlight.

This supernatural appearance gives it the illusion of a ghost which actually serves as a natural defense to confuse and disorient attackers.

Because of their strange appearance, wraith saurians are often confused to bestial spirits of the woods. Although this myth has been debunked, many still regard these creatures with religious and spiritual significance and will create groves wherein these beasts are able to flock and graze in safety.

WRAITH SAURIAN

The first line of defense for the wraith saurian is its otherworldly appearance. Coupled between its bioluminescence and shimmering scales, it is able to unnerve most predators making them extremely hesitant to attack it. This moment of hesitation is normally enough to give the wraith saurian a head start as it flees from danger. The displacing nature of their scales also acts as a secondary deterrent to confuse determined predators who decide to give chase.

FEATHERTAIL SAURIAN

large beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 26 (4d10+4)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	17 (+3)	12 (+1)	2 (-4)	15 (+2)	15 (+2)
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Skills Acrobatics +5, Perception +6, Intimidation +4, Performance +4

Senses passive Perception 16

Proficiency Bonus +2

Challenge 2 (450XP)

Skittish The saurian advantage on initiative checks. When it rolls for initiative and is not surprised or incapacitated, it can move up to half its movement to a spot that it can see. This movement does not provoke opportunity attack.

Sprinter The saurian use its bonus action to Dash on its turn

False Flight The distance the saurian long jumps is tripled; every foot of its walking speed that it spends on the jump allows it to move three feet.

Siege Monster The saurian deals double damage to objects and structures

Actions

Kick. *Melee Weapon Attack, +5 to hit; 5ft., one target. Hit 16(2d10+5) bludgeoning damage.*

FEATHERTAIL SAURIAN

The feather tail is the much smaller relative of the featherclaw. In many aspects, it is a polar opposite of its larger kin. The feathertail sports beautiful plumage featuring unique multi-colored patterns which contrasts to the short down feathers of the featherclaw. These feathers are most prominent on its tail which is used for mating rituals as well as to signal danger. Second, it is a very skittish creature constantly on edge for potential threats. When a threat is identified it often alerting others of danger. They are often welcomed near herds of other herbivores due to their alertness to danger.

The feathertail is well adapted to escaping predators thanks to its superior speed that is unsurpassed by any other land-dwelling creature. However, in the rare chance a creature actually catches a feathertail, it is known for its powerful kick which has been known to be quite lethal to humanoids and smaller predators.

FEATHER TAIL TACTICS

Due to its skittish nature, the feathertail prefers to flee dashing at alarming speed to safety. However, in dire circumstances, such as defending its young or if injured, it will use its kick to incapacitate its foe so that it can escape.

FEATHERCLAW SAURIAN

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 124 (13d12+39)

Speed 30ft.

STR

DEX

CON

INT

WIS

CHA

21 (+5) 12 (+1) 17 (+3) 2 (-4) 15 (+2) 15 (+2)

Saving Throws: Strength +8, Constitution +6

Skills Athletics +8, Perception +5

Senses passive Perception 15

Proficiency Bonus +3

Challenge 8(3900 XP)

Siege Monster The saurian deals double damage to objects and structures

Aggressive The saurian can move up to its movement speed toward a hostile creature that it can see as a bonus action

Reckless The saurian has advantage on attack rolls but attacks against it have advantage.

Wounded Fury If the saurian makes the Attack action while below half its hitpoint maximum, it can make an additional claw attack as part of that action.

Furious Claws When a creature that hits it a melee attack while within 10ft., it can use its reaction to make a claw attack against that creature

Reactive The saurian can make one reaction at the end of every creature's turn.

Temperamental Has advantage on saves against being charmed or frightened.

Actions

Multiattack. The featherclaw Saurian can make two attacks with its claws.

Razor Claw *Melee Weapon Attack, +8 to hit*, 10ft., one target. *Hit* 25 (3d12+5) slashing damage

FEATHERCLAW SAURIAN

Do not be fooled by the seeming innocent and adorable appearance of the featherclaw. Despite possessing a fuzzy layer of down feathers that makes it look similar to a baby bird, the featherclaw possess is known for its foul temperament. This dinosaur is extremely territorial exploding into a bellowing rage whenever a creature intrudes on its territory. It possesses a particular hatred of carnivores actively charging these creatures on sight, especially if it sees the actively hunting herbivores. Because of this, they are generally a welcome presence to nearby herbivore as it will actively drive off any carnivore it sees.

Rivalling the size of the tyrant venator, the featherclaw is able to easily defend itself against any predator. Its most lethal weapons are its claws that are the length of spears that it uses to effortlessly eviscerate its foes. To make matters worse, it tempers sends its into a seething fury when very injured causing it to erupt into a furious storm of claws.

FEATHERCLAW TACTICS

Featherclaws are not subtle when they choose to attack a trespasser. It tends to let out a furious bellow as it descends upon its target with its viscous claws. It is not deterred by multiple assailants as its fury provides it heightened awareness to lash out at attacker with its claws with alarming speed and accuracy. Harming this creature only makes fighting it much harder as it enters into a feral rage bent on slaying its foes.

A common mistake many hunters make is to fight it from long distances using ranged weaponry. However, these individuals often fail to consider the considerable speed at which these creatures can travel, especially when angry. Within a matter of seconds, the featherclaw is able to cover a lot of ground even outrunning the fastest of mounts. As a result, the best strategy to fighting this creature is to completely avoid confrontation all together by giving its territory a wide berth.

FEATHERCROWN SAURIAN

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 114 (12d12+36)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	12 (+1)	17 (+3)	2 (-4)	15 (+2)	15 (+2)

Saving Throws: Strength +8, Constitution +6

Skills Athletics +8, Perception +5, Deception +8, Performance +8

Senses passive Perception 15

Proficiency Bonus +3

Challenge 7(2900 XP)

Siege Monster The saurian deals double damage to objects and structures

False Flight The saurian can spend any amount of its movement speed to jump twice that distance

Glide When the saurian takes fall damage, it can make a DC 10 Dexterity saving throw. On a successful saving throw, the saurian takes no damage; on a failed saving throw it takes half damage. The DC for this save increases by 1 for every 10ft. the saurian falls over 40ft.

Majestic Presence Creatures that first start its turn or first enters within 30ft. of the saurian and can see it must succeed a DC 16 Wisdom saving throw or become frightened or charmed by the saurian for one minute.

If charmed, creatures have its movement speed reduced to 0 and is consider incapacitated for the duration.

If frightened, a creature must spend its turns trying to move as far away from the saurian as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Mental Fortitude The feathercrown has advantage on saving throws against being charmed or frightened. If it is charmed or frightened, it can use its action to end the effect.

Actions

Multiattack The feathercrown saurian can make two claw attacks. It can substitute its claw attacks for one razor feather attack.

Claw. *Melee Weapon Attack* +8 to hit:, 10ft., , one target. *Hit* 19(3d8+5) slashing damage.

Razor Feather *Range Weapon Attack* +8 to hit:, 30/120ft., , one target. *Hit* 11(1d10+5) piercing damage. This attack can hit twice against the same or two different targets.

FEATHERCROWN SAURIAN

The feathercrown saurian is a close relative to the featherclaw. Thankfully it does not possess such an aggressive demeanor as its kin. Instead, the feathercrown seems to exude an aura of majesty that forces nearby creatures (even potential predators) to give it a wide berth. Many scholars believe that its exquisite plumage is the source of this mysterious aura. Each feather on this dinosaurs are arranged in multi-colored patterns unique to the individual and can take a variety of forms ranging from eyes, teeth, or even spirals.

Surprisingly enough, these saurians also the possess the ability for short-range flight despite their enormous size.

FEATHERCROWN SAURIAN TACTICS

When threatened, the feathercrown can be quite dangerous, at times, even more so that its carnivorous counterparts, the venator. In combat, the feathercrown's first line of defense is its feathers for they seem to have the ability to generate some sort of hypnosis that causes predators to be extremely hesitant to attack them.

If this effect fails to drive its attacker off, the feathercrown is able to throw a storm of razor-sharp feathers to impale its foes. It will continually use this attack in order to maintain its distance, especially against large opponents.

Despite its preference for ranged combat, it is an extremely capable physical fighter using its enormous claws to overpower all but the strongest of venators.

If a fight begins to turn against it, it can use its ability for short ranged flight to make a quick escape, preferably to a location where its assailant can't quickly pursue it, such as an elevated cliff or large tree.

PLUMEBEAK SAURIAN

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 114 (12d12+36)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	12 (+1)	17 (+3)	2 (-4)	15 (+2)	15 (+2)

Saving Throws: Strength +8, Constitution +6

Skills Athletics +8, Perception +5, Deception +8, Performance +8

Senses passive Perception 15

Proficiency Bonus +3

Challenge 7(2900 XP)

Adamant The saurian is immune to being charmed or frightened while in combat. If it is already charmed or frightened, it can end that effect.

Siege Monster The saurian deals double damage to objects and structures

False Flight The saurian can spend any amount of its movement speed to jump twice that distance

Glide When the saurian takes fall damage, it can make a DC 10 Dexterity saving throw. On a successful saving throw, the saurian takes no damage; on a failed saving throw it takes half damage. The DC for this save increases by 1 for every 10ft. the saurian falls over 40ft.

Mimic The saurian can mimic sounds it has heard, including voices. A creature that hears the sounds it makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Ventriloquism The saurian can make project its voice from a spot within 30ft. that it can see. Creatures must succeed a Wisdom(Perception) check versus the saurian's Charisma(Deception) check. Upon a successful check, the creature becomes aware of the ruse.

Actions

Multiattack The plumebeak venator can use its Mocking Screech and then a bite and two claw attacks. It can substitute its bite attack for a mocking screech.

Bite. *Melee Weapon Attack* +8 to hit:, 5ft., one target. *Hit* 19(3d8+5) piercing damage.

Claw. *Melee Weapon Attack* +8 to hit:, 10ft., one target. *Hit* 16(3d6+5) slashing damage.

Mocking Screech A creature it can see within 60ft. that can hear it must succeed a DC 13 Wisdom saving throw. On a failed saving throw, creatures suffer disadvantage on attack rolls, ability checks, and saving throws until the start of the saurian's next turn.

PLUMEBEAK SAURIAN

The plumebeak is another ostentatious relative to the featherclaw and feathercrown saurians. Ironically, its demeanor seems to be a mixture between its relatives for it retains the temperament of the featherclaw and the pretentiousness of the feathercrown. As a result, the plumebeak can make for a rather interesting and irritating dinosaur to encounter.

The plumebeak also possess the ability to mimic any sound that it has heard. This dinosaur's favorite pastime is to use this ability to prank and confuse other animals by mimicking the calls of other animals to confuse them. Some accounts have even reported that the plumebeak has been able to initiate fights between other animals as it is able to couple its mimicry with ventriloquism.

Because of their beautiful appearance and ability to "speak", plumebeaks are popular (but extremely expensive) exotic pets. They can make for interesting companions, especially since they tend to be quite snarky and seemingly have an extremely selective memory of words that it remembers to mimic.

PLUMEBEAK SAURIAN

The chaotic nature of the plumebeak translates into its combat tactics as well. When aware of a threat, the plumebeak typically takes the initiative to engage its combatant first. Using its ability for mimicry and ventriloquism, it will attempt to confuse its enemy by either misdirection or even attempting to communicate with it.

If this tactic fails, the plumebeak will proceed to engage into a brutal melee with its opponents. It is an extremely capable combatant in melee thanks to its massive pointed beak and powerful claws. However, its most notable tactic is its consistent shrieking that seems to discourage and frustrate its attackers.

Because of its tactics, most attackers simply leave it alone out of annoyance and frustration seeking an easier and less demeaning target.



SAURLINGS

Saurlings are the smallest of all dinosaurs and are actually confused to be infant dinosaurs. However, these tiny reptiles are actually a subspecies of their own and can take a wide variety of forms resembling miniature forms to their colossal counterparts.

What saurlings lack in size, they more than make up for it with their larger than life personalities. Because of this, they make are extremely popular candidates as household pets or familiars. However, owners must be extremely responsible with these creatures as they still retain many of the instincts of their much larger relatives and can still cause considerable damage to property despite their small size.

TYRANT SAURLING

tiny Beast, unaligned

Armor Class 10 (Natural Armor)

Hit Points 14(3d4+6)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
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15(+2)	10(+0)	14(+2)	2(-4)	12(+1)	14(+2)
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Skills Perception +3, Persuasion +4

Senses passive Perception 13

Proficiency Bonus +2

Challenge 1/2(100 XP)

Dauntless The tyrant saurling has advantage on saving throws against being frightened by creatures larger than it. Upon a successful saving, it is immune to being frightened by that creature for the next 24 hours.

Defiance of the Small When the saurling takes the Attack action against a creature one size larger than it, it can make an additional bite attack

Tiny Aggression The saurling can use its bonus action to move up to its movement speed towards a creature at least one size larger than it.

Actions

Bite. *Melee Weapon Attack* +4 to hit:, 5ft., , one target. *Hit* 5(1d4+2) piercing damage.

Terrifying Squeal(1/day) Creatures withn 10ft. that can hear it must succeed a DC 12 Wisdom saving throw or become frightened for one minute. If the creature fails its saving throw, it is frightened for 1 minute or until it takes any damage.

A frightened creature must spend its turns trying to move as far away from the saurling as it can, and it can't willingly move to a space within 30 feet of the saurling. It also can't take reactions. For its action, it can use only the Dash action or try to Escape from an Effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Creatures at least one size larger than the saurling has disadvantage on the saving throw.

TYRANT SAURLING

The tyrant saurling is the most notable of all diminutive dinosaurs. Tyrant saurlings appear as tiny versions of their venator cousins, except that their head almost seems a bit too large for their body.

Despite their extremely small size, tyrant saurlings still believe that they are true apex predators and the world is theirs for the taking. In fact, they attempt to make a deliberate attempt to prove their point to any creature they encounter, especially if it is larger than them.

Tyrant saurlings will become extremely aggressive to anything larger than them by running up to its foes nipping at its heels and unleashing high-pitched squeals.

Unfortunately, due to their tiny size, they are nothing more than a nuisance to their larger relatives who will mostly ignore them unless they chase after baby dinosaurs.

The tyrant saurling takes glee in discovering another creature that is smaller than it as it attempts to assert its dominance over its tinier peers.

Tyrant saurlings make for popular pets as their size complex can easily be channeled and controlled through play. However, one can expect the occasional painful nip on the finger of toe from an overzealous saurling.

TYRANT SAURLING TACTICS

Although tyrant saurlings will immediately become aggressive towards larger creatures, they are not completely stupid and understand the dangerous advantage that larger creatures have over its tiny and frail form. Its primary tactic is to unleash a series of squeals to intimidate its larger opponent. If its foes begins to flee, the tyrant saurling begins to give chase occasionally biting its opponent. However, it will only give chase for a short period of time (typically when it feels that it has proved its superiority against its larger foe). However, if its opponent proves to be hostile, it will quickly use its tiny size to slip away.

TITAN SAURLING

small Beast, unaligned

Armor Class 9 (Natural Armor)

Hit Points 20(3d6+9)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	9 (-1)	17 (+3)	2 (-4)	12 (+1)	14 (+2)

Skills Athletics +5, Perception +3, Persuasion +4

Senses passive Perception 13

Proficiency Bonus +2

Challenge 1/8(25 XP)

Siege Monster The saurling deals double damage to buildings and objects

Powerful Build The saurling counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift. It is also considered one size larger for the purpose of mounting.

Actions

Tail Melee Weapon Attack +4 to hit; 5ft., one target. *Hit* 6(1d4+3) bludgeoning damage.

TITAN SAURLING

The titan saurling resembles an identical copy of their much larger long-necked relatives except that they only grow to the size of a large dog. Despite their much smaller form, they possess considerable strength, surpassing that of many humanoids.

Because of their sturdiness and tame demeanor, they make for very useful pets and beasts of burden. In fact, many merchants train small teams of these saurlings to carry goods and supplies. They are a cheap alternative to other domesticated dinosaurs as they are much easier to maintain as they require much less food and space.

TITAN SAURLING TACTICS

Due to its small size, the titan saurlings first instinct is to flee for safety. However, due to their surprising strength they can be quite destructive to their surroundings in their panic, especially if in large numbers.

GLOWHORN SAURLING

tiny Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 13(3d6+3)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	9 (-1)	12 (+3)	2 (-4)	11 (+0)	15 (+2)

Skills Athletics +3, Perception +2, Persuasion +6

Senses passive Perception 12

Proficiency Bonus +2

Challenge 1/8(25 XP)

Charge If the saurling moves at least 10ft. on its turn and makes a gore attack, it can deal an additional 3(1d4) damage.

Glowhorn The glowhorn has advantage on saving throws against spell effects. As a bonus action, it can give off bright light in a 5ft. radius and dim light an additional 10ft. It can dismiss this light as a free action.

Magical Horn The glowhorn's attacks count as magical for the purpose of overcoming resistance

Actions

Gore Melee Weapon Attack +3 to hit; 5ft., one target. *Hit* 4(1d4+1) piercing damage.

GLOWHORN SAURLING

The glowhorn resembles a miniature version of the shieldhorn not much larger than most household pets. They are valued highly as familiars or exotic pets due to their ability to illuminate their stubby facial horns. Interestingly enough, the color of their horn's glow often changes with their mood and temperament.

GLOWHORN SAURLING TACTICS

Despite its tiny size, the glowhorn is not afraid to stand its ground actively charging into anything that attempts to threaten it.

SKULL SAURLING

tiny Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 11(3d4+3)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +3

Senses passive Perception 13

Proficiency Bonus +2

Challenge 1/8(25 XP)

Reckless At the start of its turns, the saurling can choose to have advantage on attack rolls until the start of its next turn. However, attacks against it has advantage until the start of its next turn.

Thick Skull The skull saurling is immune to being stunned.

Siege Monster The saurling deals double damage to buildings and objects

Aggressive The saurling can move up to its movement speed towards a hostile creature as a bonus action.

Actions

Headbutt *Melee Weapon Attack* +4 to hit; 5ft., , one target. *Hit* 5(1d4+2) bludgeoning damage. Creatures hit by this attack must succeed a DC 11 Constitution saving throw or have its movement speed reduced by 10ft.

SKULL SAURLING

The skull saurling has an temperament that far exceeds its tiny form. Anywhere this little dinosaur goes, it attempts to headbutt any creature or object in its path. In fact, some scholars believe that this is the way the saurling interacts with the world, by headbutting anything its hasn't encountered before.

SKULL SAURLING TACTICS

When threatened, the skull saurling will not flee from its opponent, regardless of its size, without attempting to headbutt it at least once. Depending on the result, then it will behave according to its fight or flight instinct.

FLUFFY SAURLING

tiny Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 11(3d4+3)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	9 (-1)	12 (+1)	2 (-4)	11 (+0)	15 (+2)

Skills Perception +2, Persuasion +6

Senses passive Perception 12

Proficiency Bonus +2

Challenge 1/4(50 XP)

Ticklish Quills Creatures that grapple or hits the fluffy saurling with a mlee attack while within 5ft. of it must succeed a DC 11 Constitution saving throw. On a failed saving throw, it falls prone, becomes incapacitated, and cannot stand until the end of its next turn as it falls into a fit of laughter.

Actions

Uncomfortable Quill *Melee Weapon Attack* +3 to hit; 5ft., , one target. *Hit* 1 piercing damage and must succeed a DC 11 Constitution saving throw. On a failed saving throw, the creature's movement speed is halved and has disadvantage on attacks rolls and saving throws until the end of its next turn.

Ticklish Spines(1/day) Creatures within 30ft. of the saurling must succeed a DC 11 Constitution saving throw. On a failed saving throw, it falls prone, becomes incapacitated, and cannot stand for one minute as it falls into a hit of laughter. It can repeat its saving throw at the end of each of its turns ending its on a successful saving throw

FLUFFY SAURLING

The fluffy saurling shares a similar appearance to the deathquill thanks to its dense coat of down feather. However, instead of being lined with poison barbs, these feathers seems to elicit an irresistible fit of laughter when touched.

FLUFFY SAURLING TACTICS

Just like its larger relative, the fluffy saurling hates to be touched and will use its ticklish spines to incapacitate opponents long enough to escape. If surrounded, it will unleash a cloud of ticklish feathers to immobilize its foes long enough for it to slip away.

BARD SAURLING

tiny Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 8(3d4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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11(+0)	14 (+2)	10 (+0)	2 (-4)	17 (+3)	15 (+2)
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Skills Perception +7, Persuasion +6, Deception +6, Performance +6

Senses passive Perception 17

Proficiency Bonus +2

Challenge 0(10 XP)

Keen Senses The Bard saurling has advantage on Wisdom(Perception) checks relying on hearing

Constant Humming The saurling has disadvantage on Dexterity (Stealth) checks. However, the saurling and creatures within 5ft. of it that can hear it has advantage on saving throws against being charmed and frightened.

Ventriloquism The saurling can make project its voice from a spot within 30ft. that it can see. Creatures must succeed a Wisdom(Perception) check versus the saurlings Charisma(Deception) check. Upon a successful check, the creature becomes aware of the ruse.

Sound Mimic The saurling can mimic sounds it can hear; however, it cannot mimic voices.

Countering Resonance(1/day) Upon succeeding a saving throw against a charm or fear effect, it can force that creature to make a DC 11 Wisdom saving throw. On a failed saving throw, that creature becomes charmed or frightened until the end of the saurlings next turn.

Actions

Distracting Squeak If a creature within 30ft. can hear the saurling, it must succeed a Wisdom saving throw of 12 or suffers disadvantage on its next attack roll until the end of that creature's next turn.

Calming Resonance (1/day) The saurling can spend one minute purring and squeaking while near creatures within 5ft. of it. At the end of this duration, the saurling can end the effects of charm and fear on creatures within range.

BARD SAURLING

Much like its larger relative, the siren saurian, the bard saurling is capable of creating beautiful calls using the strange horn on its head to resonate. However, unlike its larger kin, the bard saurling has the unique ability to mimic any sounds that it has heard.

However, this ability seems to be limited to most sounds as it does not have the ability to replicate voices. Scholars believe that this limitation exists because bard saurlings communicate primarily through their horns rather than their mouth. Therefore, they are not able to replicate the complexity of voices since they are not using vocal cords to generate their sounds.

Despite this limitation, bard saurling as popular pets, especially for performers as they have the ability to mimic any tune and can be trained to perform along humanoid. Thanks to their talent for ventriloquism, they are able to create some rather interesting effects during a song performance giving off the illusion of surround sound and more.

BARD SAURLING TACTICS

The bard saurling has no offensive capabilities and will bolt at the first sign of danger. Its primary defenses rely in its ability to use its horn to confuse or disorient attackers through a series of high pitched honks and squeaks.

However, their ability to create sounds also can be a considerable bane to them as well. By nature, bard saurlings desire to hear new sounds and can be found perpetually "humming" to themselves as they try to create new noises by combining and mimicing sounds its has heard.

This ability can make them quite problematic for adventurers who have tamed them as familiars due to their constant noise.

GLUTTON SAURLING

tiny Beast, unaligned

Armor Class 8 (Natural Armor)

Hit Points 23(3d6+12)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	6 (-2)	18 (+4)	2 (-4)	12 (+1)	14 (+2)

Skills Perception +3

Senses passive Perception 13

Damage Immunities Poison

Condition Immunities Diseased, Poisoned

Challenge 1/2(100 XP) **Proficiency Bonus** +2

Lazy The glutton saurling has advantage on saving throws against being charmed by creatures larger than it. Upon a successful saving, it is immune to being charmed by that creature for the next 24 hours.

Regurgitation If the glutton saurling starts its turn while poisoned and diseased, it can use its vomit attack and can end those conditions. When it uses this feature in this manner, creatures that fail its saving throw are poisoned until the end of its next turn.

Actions

Bite. *Melee Weapon Attack* +4 to hit:, 5ft., , one target. *Hit* 5(1d4+2) piercing damage.

Vomit (Recharge 5-6) Creatures in a 10ft cone must succeed a DC 12 Dexterity saving throw or take 10(4d4) acid damage. On a failed saving throw, creatures take half damage takes half damage.

GLUTTON SAURLING

Although it resembles a strange hybrid between a venator and a frog, the glutton saurling will attempt to eat literally anything that can fit in its mouth and looks remotely edible. However, due to its habit of constantly eating, it has developed an extremely efficient immune system that allows it to regurgitate any toxins or diseases it may have acquire from its meal.

GLUTTON SAURLING TACTICS

As they are quite lazy by nature, glutton saurlings will do the absolute minimum required to get its meal. As it is too lazy to run from danger, its primary tactic is to spit up its meal hoping its attacker will leave it alone in disgust. If the tactic worked, it will proceed to eat the remains of the meal that it just spit up for it wouldn't want to waste perfectly good food.

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HOARD SAURLING

tiny Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 8(3d4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
5(-3)	16 (+3)	10 (+0)	6 (-2)	17 (+3)	14 (+2)

Skills Acrobatcis +5, Perception +7, Sleight of Hand +7, Stealth +7

Senses darkvision 60ft., passive Perception 17

Challenge 1/8(10 XP) **Proficiency Bonus** +2

Skulker The saurling can use its bonus action to Hide. It can hide behind a creature one size larger than it.

Nimble The saurling can move outside the reach of a creature without provoking opportunity attack. It can also move through the space of a creature one size larger than it without expending extra movement.

Skittish The saurling has advantage on initiative checks. When it first rolls initiative, it can move up to half its movement speed without provoking opportunity attacks

Pickpocket The saurling can retrieve an object in a container worn or carried by another creature as a bonus action.

Treasure Sight Upon observing an object for 1 hour, the saurling can pinpoint the location of that object as long as it is within 1 mile of the saurling, on the same plane of existence, and not obscured by any magical means. It can only focus on one object at a time using this feature.

Actions

Bite. *Melee Weapon Attack* +4 to hit:, 5ft., , one target. *Hit* 1 piercing damage.

HOARD SAURLING

The hoard saurling is a kleptomaniac by nature, grabbing anything its little heart desires. Thanks to its ability to obsessively track an item it has seen, the hoard saurling is a natural thief using its small form and quick reflexes to snag its quarry.

HOARD SAURLING TACTICS

The hoard saurling relies primarily on stealth and will flee at the first sign of danger. However, regardless of the amount of danger it is in, it will not willingly drop an item in its possession.

PYGMY RAPTOR

tiny beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 10 (3d4+3)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	6 (-2)	16 (+3)	6 (-2)

Skills Stealth +6, Perception +7

Senses darkvision 120ft., passive Perception 17

Challenge 1 (200 XP)

Ambusher In the first round of a combat, the pygmy raptor has advantage on attack rolls against any creature it has surprised.

Hooked Claws At the start of its turn, a creature grappled by the raptor takes 3 (1d4) piercing damage.

Keen Hearing and Smell: The pygmy has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Tiny Form The pygmy raptor can move through the space of any creature that is Small or larger.

Pack Tactics The pygmy raptor has advantage on an attack roll against a creature if at least one of the raptor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Nimble Escape The pygmy raptor can use bonus action to Disengage or Hide

Actions

Multiattack. The pygmy raptor makes three attacks on its turn: one with its bite, two with its claws

Bite. *Melee Weapon Attack, +4 to hit:*, 5ft., , one target. *Hit* 4(1d4+2) piercing damage.

Claw. *Melee Weapon Attack, +4 to hit:*, 5ft., , one target. *Hit* 4(1d4+2) piercing damage. The target is grappled (escape DC 8) The raptor can only grapple one creature at a time in this manner. While grappling a target, it cannot make a claw attack against another creature.

PYGMY RAPTOR

Pygmy raptors are the smallest of their kind as most specimens are tiny enough to fit into the palm of most humanoids. But don't let their diminutive size fool you. Despite the limitations of their small form, they still have an appetite for much larger prey. Instead of directly attacking their prey, they let others do the work for them. Pygmy raptors are notorious for chasing prey to their deaths by luring them towards larger predators. After the larger predator has had its fill, the pygmy raptors are content with the leftovers which are oftentimes enough to satisfy their tiny bellies for days.

They accomplish this by harassing or stealing items for larger creatures in an effort for it to pursue them. Oftentimes, they use their natural curiosity to their advantage easily gaining the trust and attention of larger prey even to the point of play games with them. However, this is still a ruse to lure its prey to its doom at the hands of a larger predator.

PYGMY RAPTOR TACTICS

Whenever you see one pygmy raptor, there are probably a dozen more nearby out of sight. Even more importantly, there is a good chance that there is a larger predator in the vicinity. Pygmy raptors rarely engage larger creatures on their own, however they will attempt to harass a creature enough to draw its attention and ire to cause them to pursue. Once a creature is in pursuit, they use their small size to easily stay out of the reach of their opponents luring them to the location of a greater predator.

Sometimes pygmy raptors aid larger predators in its hunt harassing the prey with their tiny claws and teeth while keeping clear of the larger creatures. Whether this is an act of aid or an attempt for a premature chunk of meat remains to be seen.



DACTYLS

Dactyls are large airborne reptilians that are often confused for small dragons or wyverns. However, these creatures are actually not draconian in origin and are actually closer related to large reptilian beasts known as dinosaurs. They come in many variations as some exhibit down feathers similar to fur, sport proud manes of color plumage, or are lined with glistening scales.

Just like dinosaurs, dactyls have learned to adapt to live in a wide variety of environments such as the ocean and even underground. Thanks to their ability to quickly evolve to match the diverse biomes of the Material Plane, dactyls are able to establish themselves as the bestial rulers of the skies.

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IMP DACTYL

Tiny Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 11 (3d4+3)

Speed 5ft., 40ft. fly

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	13 (+1)	2 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5, Perception +6

Senses passive Perception 16

Proficiency Bonus +2

Challenge 1/2 (100 XP)

Flyby The imp dactyl can fly outside a creature's reach without provoking opportunity attack

Pack Tactics The imp dactyl has advantage on an attack roll against a creature if at least one of the imp dactyl's allies are within 5ft. of the creature and the ally is not incapacitated

Blood Frenzy When imp dactyl takes the Attack action against a creature below its hitpoint maximum, it can make an additional bite attack against a creature as part of that action.

Keen Sight and Smell The Imp dactyl has advantage on Wisdom (Perception) checks relying on sight or smell

Actions

Bite. *Melee Weapon Attack, +5 to hit:*, 5ft., , one target. *Hit* 6(1d4+3) piercing damage.

IMP DACTYL

The imp dactyl is the tiny relative to the tyrant dactyl. These creatures are disarmingly adorable as they are often covered in short fuzzy feather or brightly colored feather plumes. Because of their appearance they make for extremely popular exotic pets and can even be taught to perform simple tricks.

IMP DACTYL TACTICS

However, imp dactyls are devious little hunters that rely on numbers to hunt prey. These tiny creatures can be compared to tiny piranhas as they swarm larger creatures pelting it with thousands of bites before darting out of its reach.

SEA DACTYL

Medium Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 33 (6d8+6)

Speed 10ft., 60ft. swim, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	16 (+3)	13(+1)	2 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5, Stealth +7, Perception +6

Senses blindsight 120ft., passive Perception 16

Proficiency Bonus +2

Challenge 3 (700 XP)

Flyby The sea dactyl can fly outside a creature's reach without provoking opportunity attack

Nimble Swimmer The sea dactyl can swim outside a creature's reach without provoking opportunity attack

Hold Breath The sea dactyl can hold its breathe up to 10 minutes.

Dive Attack If the sea dactyl is flying or swimming and dives at least 30 feet toward a target and then hits with a bite attack on the same turn, the attack deals an extra 11 (3d4) damage to the target.

Keen Sight The sea dactyl has advantage on Wisdom (Perception) checks relying on sight

Actions

Bite. *Melee Weapon Attack, +5 to hit:*, 5ft., , one target. *Hit* 8(2d4+3) piercing damage.

SEA DACTYL

The sea dactyl is an amphibious breed of dactyl that spends the majority of its time flying over the open seas. Thanks to its keen sight, it is able to perceive prey deep beneath the waves and its able to swiftly dive into the water and can swim at tremendous speeds thanks to its webbed wings.

SEA DACTYL TACTICS

When hunting for prey, the sea dactyl seeks to conserve as much energy as possible channeling all its energy into one precise and lethal strike. When attacked, the sea dactyl has the luxury of using its ability to both fly and swim to escape aquatic and airborne threats respectively.



MARAUDER DACTYL

Marauder dactyls are one of the most common airborne predators that pose a consistent threat to humanoids. Marauder dactyls are considered the most aggressive of all their kin actively patrolling the skies in search for their next meal.

Because of their superior strength, durability, and their large populations, they are often tamed as aerial mounts by many civilizations. Thanks to their superior speed while airborne, they are able to dive bomb enemy ranks with surprising speed and can quickly fly outside the reach of their foes before they can react.

MARAUDER DACTYL TACTICS

When pursuing prey, the marauder dactyl's first tactic is to use its stunning streak to stun its prey. While disoriented, the marauder dactyl will proceed to skewer its foes using a series of dive attacks. In combat, the marauder dactyl prefers to stay airborne and while always fly at least 20ft. outside a creature's reach each time it attacks, even against a stunned opponent. For if it is ever grounded, it is extremely vulnerable.

MARAUDER DACTYL

Large Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 51 (6d10+18)

Speed 10ft., 60ft. fly

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	2 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5, Perception +6

Senses, passive Perception 16

Proficiency Bonus +2

Challenge 4 (1100 XP)

Aggressive The marauder dactyl can move up to its full movement speed as a bonus action towards an enemy creature that it can see.

Flyby The marauder dactyl can fly outside a creature's reach without provoking opportunity attack

Dive Attack If the marauder dactyl has a flying and dives at least 30 feet toward a target and then hits with a bite attack on the same turn, the attack deals an extra 17 (3d10) damage to the target.

Keen Sight The marauder dactyl has advantage on Wisdom (Perception) checks relying on sight

Actions

Bite. *Melee Weapon Attack, +5 to hit;*, 5ft., , one target. *Hit* 14(2d10+3) piercing damage.

Stunning Shriek (Recharge 5-6) Creatures in a 20ft. cone must succeed a DC 13 Constitution saving throw or become stunned for one minute. Creatures can repeat its saving throw at the end of each of its turns to end the effect.



TYRANT DACTYL

The tyrant dactyl is the dominant predator of the skies second only to the roc. These beasts have colossal wingspans of spanning over 50ft. in width. Some rare variants of the tyrant dactyl have been reported to possess several pairs of wings.

These creatures have a wide variety of natural weapons at their disposal. Their primary form of attack is their long but powerful jaws capable of grabbing and lifting the largest of prey in a single bite. Thanks to its sheer size and surprising speed, it normally is capable of killing its prey instantly in a single dive. Its agility allows its to acquire its prey quickly before lifting back up into the skies for despite its large and terrifying form, it is quite vulnerable on the ground.

TYRANT DACTYL TACTICS

When hunting, the tyrant dactyl relies on its keen vision to find its prey, even from hundreds of feet in the sky. Once it has chosen its target, it begins to slowly circle until it is within range to use its dive attack. Upon striking its prey, it is able to bind it within its jaws and will use its powerful wings to take to the sky while pushing away any creatures that could harm it.

While with its prey, it will remain airborne using its powerful jaws to slowly crush its prey if its still alive. If its prey puts up too much of a fight, it will simply drop it and let the fall finish off the job.

Despite its large form, the tyrant dactyl is relatively fragile and will quickly begin to flee if it begins to sustain too much damage.

TYRANT DACTYL

Huge Beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 84 (8d12+32)

Speed 10ft., 80ft. fly

STR	DEX	CON	INT	WIS	CHA
20(+5)	13 (+1)	18(+4)	2 (-4)	15 (+2)	5 (-3)

Skills Acrobatics +4, Perception +8

Senses passive Perception 18

Proficiency Bonus +3

Challenge 7 (2900 XP)

Dive Attack If the tyrant dactyl is flying and dives at least 40 feet toward a target and then hits with a bite attack, the attack deals an extra 14 (4d6) damage to the target.

Flyby The tyrant dactyl doesn't provoke an opportunity attack when it flies out of an enemy's reach

Frightful Presence Each creature of the dactyl's choice that is within 60 feet of the dactyl and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dactyl's frightful presence for the next 24 hours.

Siege Monster The tyrant dactyl deals double damage to buildings and structures

Actions

Multiattack The dactyl can make a bite and wing attack on its turn

Bite. *Melee Weapon Attack, +8 to hit;* 10ft., , one target. *Hit* 26(6d6+5) piercing damage. If the target is a creature that is Large or smaller, that creature must succeed a DC 16 Strength saving throw or become grappled and restrained. For the duration of this grapple, the Tyrant dactyl cannot make bite another target. It can use its bonus action to make a bite attack against another creature within range.

Wing. *Melee Weapon Attack, +8 to hit;* 20ft., , all targets within range. *Hit* 18(2d12+5) bludgeoning damage. Creature's hit by the attack must succeed a DC 16 Strength saving throw or be pushed back 10ft. and fall prone. The tyrant dactyl can fly up to 40ft. as part of this action.

UMBER DACTYL

Medium Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 44 (8d8+8)

Speed 10ft., 10ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	16 (+3)	13(+1)	2 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5, Stealth +7, Perception +6

Senses blindsight 120ft., passive Perception 16

Proficiency Bonus +2

Challenge 3 (700 XP)

Flyby The UMBER dactyl can fly outside a creature's reach without provoking opportunity attack

Spider Climb The umber dactyl can climb difficult surfaces without having to make an ability check

Ambusher The UMBER dactyl has advantage on attack rolls against creatures that are surprised or not have acted yet in combat. When it takes the Attack action while these conditions are met, it can make an additional bite attack as part of that action

Dive Attack If the umber dactyl is flying and dives at least 30 feet toward a target and then hits with a bite attack on the same turn, the attack deals an extra 11 (3d6) damage to the target.

Shadow Wings The UMBER Dactyl can use its bonus action to Hide as long as it is in dim light or darkness. While in darkness, the UMBER dactyl is invisible to creatures that rely on darkvision to perceive it.

Keen Hearing The UMBER dactyl has advantage on Wisdom (Perception) checks relying on hearing

Actions

Bite. *Melee Weapon Attack, +5 to hit*, 5ft., one target. *Hit* 10(2d6+3) piercing damage.

UMBER DACTYL

The umber dactyl is a freakish beast that lives in the darkest subterranean tunnels. Living underground has caused it to lose its ability to see instead it relies sensing the body heat of prey. This creature stalks the ceilings of caverns in small flocks slinking through the shadows like invisible wraiths before diving upon its foe to kill it in one brutal and bloody swarm of teeth.

Because of their malicious tactics, these reptiles are viewed as a pest by many civilizations of the Underdark and many will go to extreme measures to keeping their numbers under control

UMBER DACTYL TACTICS

The umber dactyl's primary strategy in combat is to slowly stalk its prey. Thanks to its camouflaged wings, it is able to seemingly vanish into the darkness, evading the gaze of creatures accustomed to seeing in the dark. Once they strike, umber dactyls rely on the guerilla tactics instantly strike and then proceeding to flee to the safety of the shadows.

The best tactic to minimize their effectiveness is to keep steady source of light. Although this will not blind them as they cannot see, it will prevent them from using the shadows as a means of camouflage.



LEVIATHANS

Whereas the shark is the most common of all aquatic predators, leviathans are probably the dominant predators of the seas. These creatures are actually not fish, despite the appearance of some, but actually are large reptiles, somewhat resembling aquatic dragons or lizards. As reptiles, they still require air to breathe and must hold its breathe while underwater. Although they can hold their breath for extended periods of times, they rarely descend to the depths of the ocean for long periods of times before needing to resurface.

Because of their large and intimidating forms, leviathans often falsely confused to be mythical sea monsters similar to that of the kraken or dragon turtle. However, these creatures are nothing more than beasts that are a natural part of the ecosystems within the oceans and seas of the Material Plane.

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SERPENT LEVIATHAN

The serpent leviathan is somewhat self-explanatory in its appearance. Its most notable feature is its long serpentine neck that it moves with surprising speed to snatch up prey. Although they tend to hunt for fish, they do at times prefer humanoid prey using their long necks to reach overboard and drag its unfortunate victim to the its doom in the water depths.

Serpent leviathans are often found in large pods of about 7(2d6) members. These pods typically last for the entirety of their lives raising generations of leviathans who eventually grow up to form pods of their own.

SERPENT LEVIATHAN TACTICS

Thanks to its superior vision, the serpent leviathan is able to identify schools of fish and other underwater prey while in the murky depths of the sea. Once its identifies its prey, it begins to rear up its head to prepare for a rapid strike with its jaws. Once its prey is trapped securely in its jaws, the serpent leviathan will swim off to eat its prey as quickly as it can before the scent of blood attracts other predators.

SERPENT LEVIATHAN

Huge Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 76 (8d12+24)

Speed 20ft., 80ft. swim

STR	DEX	CON	INT	WIS	CHA
18(+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Athletics +7, Perception +5

Senses darkvision 60ft., passive Perception 15

Proficiency Bonus +2

Challenge 3 (700 XP)

Hold Breath The serpent leviathan can hold its breath for one hour

Keen Sight The serpent leviathan has advantage on Wisdom (Perception) checks that rely on sight

Reactive The serpent leviathan can take one reaction on every turn in combat. this reaction can only be use to make opportunity attacks

Siege Monster The serpent leviathan deals double damage to buildings and structures

Underwater Agility The serpent leviathan has advantage on Dexterity checks and saving throws while underwater.

Actions

Bite *Melee Weapon Attack, +6 to hit*, 15ft., , one target. *Hit* 21(3d10+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14).

While a creature is grappled in this manner, it cannot make a bite attack against another target

Bonus Actions

Rear Head The serpent leviathan can tense its neck to strike with pinpoint accuracy. Until the start of its next turn, its next bite attack has advantage and can deal a critical hit on an 18-20.

BLOODTIDE LEVIATHAN

Huge Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 76 (8d12+24)

Speed 20ft., 60ft. swim

STR

DEX

CON

INT

WIS

CHA

18(+4) 15 (+2) 16 (+3) 2 (-4) 12 (+1) 5 (-3)

Skills Athletics +8, Perception +5

Senses darkvision 60ft., passive Perception 13

Proficiency Bonus +2

Challenge 4 (1100 XP)

Hold Breath The bloodtide leviathan can hold its breath for one hour

Blood Fury When the leviathan takes the Attack action against a creature below its hitpoint maximum, it can make an additional bite attack as part of that action.

Brutal Jaws The leviathan deals a critical hit on an 18-20. Upon dealing a critical hit, it can triple the damage die.

Blood Sense The leviathan knows the direction of any creature below its hitpoint maximum within 1 mile of it.

Pack Tactics The bloodtide leviathan has advantage on an attack roll against a creature if at least one of the leviathan's allies is within 5ft. of the creature and the ally is not incapacitated.

Keen Smell The bloodtide leviathan has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite *Melee Weapon Attack, +5 to hit*, 5ft., one target. *Hit* 17(2d12+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14).

While a creature is grappled in this manner, it cannot make a bite attack against another target. For the duration of this grapple it can use its bonus action to make an additional bite attack against this creature

BLOODTIDE LEVIATHAN

The bloodtide leviathan is one of the most brutal predators in the open seas of the Material Plane. Although most leviathans tend to be relatively solitary, the bloodtide leviathan are notorious pack hunters that travel in pods of 10(4d4) or more to find food. Their hunting expeditions are extremely violent as they have been known to slaughter entire schools of fish or pods of whales turning the water red with blood.

Bloodtide leviathans share many similarities to that of sharks as they are able to detect the slightest whiff of blood. The scent of blood sends them into a feeding frenzy. This uncontrollable behavior is partially the reason for why their hunts are particularly gruesome.

BLOODTIDE LEVIATHAN TACTICS

When encountering bloodtide leviathans, one can always expect to be fighting more than one of these creatures. In combat, these reptiles tend to focus their attention on the wounded creatures (creatures below their hitpoint maximum) as it drives them into a bloodlust. If one is not careful, they can quickly find themselves ripped apart amid a cluster of 3 or 4 hungry leviathans.

If conflict is unavoidable, the best tactic is to keep these large beasts separated preventing them from coordinating attacks. Additionally, one must attempt to minimize the amount of blood in the water as it simply causes them to become even more aggressive. However, this can be used to one's advantage as many sailors commonly carry crates of animal or fish blood that they throw in the water to momentarily distract these beasts.

GAZER LEVIATHAN

Large Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 51 (6d10+18)

Speed 60ft. swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	17(+3)	16(+3)	2(-4)	17(+3)	5(-3)

Skills Acrobatics +7, Perception +7

Senses magical darkvision 120ft., passive Perception 17

Proficiency Bonus +2

Challenge 2 (450 XP)

Alert The leviathan has advantage on initiative checks and cannot be surprised.

Hold Breath The leviathan can hold its breath for one hour

Keen Sight The leviathan has advantage on Wisdom (Perception) checks that rely on sight.

Discerning Gaze The leviathan can see the true form of creatures hidden by illusion or invisibility. Additionally, its vision is not hindered by effects the obscures vision

Keen Aim Whenever the leviathan has advantage on attack rolls, it can roll three dice instead of two.

Pack Tactics The gazer leviathan has advantage on an attack roll against a creature if at least one of the leviathan's allies is within 5ft. of the creature and the ally is not incapacitated.

Actions

Bite *Melee Weapon Attack, +5 to hit*, 5ft., , one target. *Hit* 8(2d4+3) piercing damage.

GAZER LEVIATHAN

Gazer leviathans share a very similar appearance to that of dolphins or sharks. However, they are known for their unnaturally large eyes and keen sight. It is believed that these creatures are able to see through illusions and even see creatures that are hidden via invisibility.

GAZER LEVIATHAN TACTICS

Thanks to their keen senses, gazer leviathans are able extremely hard to surprise and are able to make their escape before their assailant can attack. However, they can prove to be dangerous in a fight if cornered and are quite strategic fighters when in a school.

SHARKFIN LEVIATHAN

Large Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 36 (4d10+12)

Speed 80ft. swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	17(+3)	16(+3)	2(-4)	12(+1)	5(-3)

Skills Athletics +5, Acrobatics +7, Perception +3

Senses darkvision 60ft., passive Perception 13

Proficiency Bonus +2

Challenge 1 (200 XP)

Hold Breath The sharkfin leviathan can hold its breath for one hour

Agile Swimmer The sharkfin leviathan can swim outside a creature's reach without provoking opportunity attack

Quick Escape If the leviathan is below half its hitpoint maximum, it can take the Dash action as a bonus action

Pack Tactics The sharkfin leviathan has advantage on an attack roll against a creature if at least one of the leviathan's allies is within 5ft. of the creature and the ally is not incapacitated.

Actions

Bite *Melee Weapon Attack, +5 to hit*, 5ft., , one target. *Hit* 8(2d4+3) piercing damage.

SHARKFIN LEVIATHAN

The most common variant are sharkfin leviathans. These creatures seem to resemble sharks more than actual reptiles, hence their name. However, despite the correlation of their name, they are actually quite passive creatures (at least to humanoids) preferring hunt smaller fish and other aquatic beasts. Thanks to their tame and friendly demeanor, they are often the ideal aquatic mounts to tame.

SHARKFIN LEVIATHAN TACTICS

Whenever they are threatened, sharkfins prefer to flee, swimming at extreme speeds to escape. Despite their skittish nature, they are quite competent in a fight thanks to their sharp teeth and their coordinated attack while in a group.

DREADNAUGHT LEVIATHAN

Gargantuan Beast, unaligned

Armor Class 18 (Natural Armor)

Hit Points 186 (12d20+60)

Speed 20ft., 40ft. swim

STR

DEX

CON

INT

WIS

CHA

18(+4) 10(+0) 21(+5) 2(-4) 12(+1) 5(-3)

Skills Athletics +10, Perception +4

Senses darkvision 60ft., passive Perception 14

Proficiency Bonus +4

Challenge 12 (8400 XP)

False Appearance While motionless, the leviathan is indistinguishable from an underwater boulder or mass of coral.

Hold Breath The leviathan can hold its breath for one hour

Spined Body Creatures that grapple or hits the leviathan with a melee weapon attack while within 5ft. of it takes 7(2d6) piercing damage.

Siege Monster The leviathan deals double damage to buildings and objects

Thick Shell When the leviathan takes bludgeoning, piercing, or slashing damage, it can reduce the damage taken by 5.

Ram If the dreadnaught swims at least 20ft. and makes a ram attack, it deals an additional 11(2d10) damage and the target must succeed a DC 16 Strength saving throw or be knocked prone. The dreadnaught can use its bonus action to make a bite attack against a prone target.

Actions

Multiattack The leviathan can make a bite and tail attack. It cannot make these attacks against the same target.

Bite *Melee Weapon Attack, +8 to hit; 10ft., one target. Hit 30(4d12+4) piercing damage.* If the target is a Large or smaller creature, it is grappled (escape DC 16).

While grappled in this manner, it cannot make a bite attack against another target. For the duration of this grapple it can use its bonus action to make an additional bite attack against this creature

Ram *Melee Weapon Attack, +8 to hit; 5ft., one target. Hit 26(4d10+4) bludgeoning damage.*

Mace Tail *Melee Weapon Attack, +8 to hit; 10ft., one target. Hit 26(4d10+4) bludgeoning damage.* Upon a hit, creatures must succeed a DC 18 Constitution saving throw or become stunned until the end of its next turn.

DREADNAUGHT LEVIATHAN

The dreadnaught leviathan is one of the largest of its kind, only second to that of the whale eater. The dreadnaught leviathan is often confused for that of a small dragon turtle thanks to its thick shell that is often covered in barnacles, coral, and other aquatic life.

The dreadnaught is a extremely territorial and temperamental creature, especially towards other large creatures. Unfortunately, this has caused it to become extremely aggressive towards sea-faring vessels using its heavily armored head to slam into their hulls causing them to sink beneath the waves.

DREADNAUGHT LEVIATHAN TACTICS

There are few creatures that realistically could challenge a dreadnaught leviathan in battle. Thanks to its thick shell, it is able to shrug damage from its opponents while harming it with its razor hide. Given enough distance, the dreadnaught's first goal is to knock its prey off balance by ramming into it with its gargantuan form before proceeding to ensnaring it within its colossal maw.

If outnumbered or facing an agile opponent, the dreadnaught will use its clubbed tail to stun and incapacitate its opponent.

WRAITH LEVIATHAN

Huge Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 76 (8d12+24)

Speed 20ft., 60ft. swim

STR	DEX	CON	INT	WIS	CHA
18(+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Athletics +6, Stealth +6, Perception +3

Senses darkvision 60ft., passive Perception 13

Proficiency Bonus +2

Challenge 4 (1100 XP)

Hold Breath The wraith leviathan can hold its breath for one hour

Aquatic Camouflage While in water, the leviathan has advantage on Dexterity (Stealth) checks. While these conditions are met, the leviathan can use its bonus action to Hide, even if there is no cover obscuring it.

Sneak Attack Whenever the leviathan attacks a surprised creature or if it has advantage on its attack rolls, it can deal an additional 7(2d6) damage. It can only benefit from these feature once on each of its turns.

Actions

Bite *Melee Weapon Attack, +6 to hit, 5ft., one target.* Hit 17(2d12+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14).

While a creature is grappled in this manner, it cannot make a bite attack against another target. For the duration of this grapple it can use its bonus action to make an additional bite attack against this creature

WRAITH LEVIATHAN

The wraith leviathan is the most elusive and mysterious of all leviathans. Unlike their relatives, the wraith leviathan relies solely on the element of surprise to take down its foes.

The wraith leviathan earns its name thanks to its special ability to seemingly vanish from view. Thanks to a special property of its scales, the wraith leviathan is able to vanish from view as its scales seem to reflect and refract light cloak it from one's vision. However, these scales seem to only benefit from this feature while underwater.

These reptiles use their unique cloaking ability to travel undetected into the shallow shoals of nearby beaches where it is able to drag unsuspecting swimmers beneath the tides before anyone is aware of what attacked them.

WRAITH LEVIATHAN TACTICS

The wraith leviathan is a patient hunter as is known to patiently stalk its prey for hours before striking. Unlike its relatives, the wraith does not want to engage in prolonged combat and tends to target isolated prey. One can use this behavior to their advantage by grouping together to prevent it from attacking.

When it initiates combat, the wraith leviathan attempts to restrain its prey within its jaws while and will immediately swim off to the safety of its lair as it is more than capable of outswimming most creatures that would give chase.

WHALE-EATER LEVIATHAN

Gargantuan Beast, unaligned

Armor Class 17 (Natural Armor)

Hit Points 248 (16d20+80)

Speed 20ft., 60ft. swim

STR	DEX	CON	INT	WIS	CHA
23(+6)	15 (+2)	21 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Strength +11, Constitution +10

Skills Athletics +12, Perception +6

Senses darkvision 60ft., passive Perception 15

Challenge 13 (10000 XP)

Proficiency Bonus +5

Hold Breath The whale eater leviathan can hold its breath for one hour

Siege Monster The whale eater leviathan deals double damage to buildings and structures

Apex Predator Has advantage on saving throws against being frightened and cannot be frightened by creatures smaller than it.

Titanic Form The leviathan has advantage on Strength and Constitution saving throws

Titanic Constitution When the leviathan fails a Constitution saving throw against an effect that deals damage, it takes half damage. On a successful saving throw, it takes no damage.

Actions

Multiattack The Whale Eater Leviathan can make a bite and tail attack on its turn. It cannot make both attacks against the same creature

Bite *Melee Weapon Attack, +11 to hit*; 10ft., one target. *Hit* 33(4d12+7) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 19).

While a creature is grappled in this manner, it is restrained. The leviathan can use its bonus action to make another bite attack against a target grappled in this manner

The leviathan cannot make bite attack against another target

Tail *Melee Weapon Attack, +11 to hit*; 15ft., one target. *Hit* 25(4d8+7) bludgeoning damage. If the target is a creature, it must succeed a DC 19 Constitution saving throw or be stunned until the end of its next turn.

WHALE EATER LEVIATHAN

The largest forms of leviathan are the whale eaters. As its name suggests, this creature dominates the natural food chain in the ocean hunting the largest of organisms: whales. These monstrous leviathans have an unsatiable appetite consuming anything that comes along its path. Sailors warn of these beasts as they love to target small or medium-sized vessels snapping up chunks of ship along with any crew trapped in its reach. For larger ships, these creatures attempt to use its brute size and strength to capsize or breach its hull causing the vessel to sink as it swallows any prey that falls into the sea or attempts to escape via life boats.

WHALE EATER LEVIATHAN TACTICS

The whale eater is a fearless predator hunting any creature that it chooses. Its primary weapon is its gargantuan maw capable of trapping the sharks, small whales, and even other leviathans.

Thanks to its sheer size and strength, it is able to even challenge other ocean titans such as dragon turtles or krakens. However, these leviathan's typically only challenge these entities if it feels that they are encroaching on its territory.



SAUROMORPH

Sauromorphs are believed to be the common ancestor to all dinosaurs. These reptiles share many similarities to their saurian relatives. Their quadrupedal body resembles that of a muscular lizard and they possess powerful jaws rivaling that of a venator.

For centuries, these creatures dominated the Material Plane living in large numbers. However, as life began to evolve to adapt to the ever-changing environment of the Material Plane, sauromorph began dwindle and die out as many of their kin evolved into the various species of dinosaurs that we know today.

Although their population has diminished in comparison to their former glory, these creatures are still significant contributors to their respective ecosystems. Due to their large size, incredible strength, and relentless endurance, they are able to contend with other predators, specifically raptors and venators for the role of apex predator.

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SAILBACK SAURIAN

The sailback saurian is the most common and iconic of all sauromorphs and is easily recognizable thanks to its large colorful sail located on its back. This large sail has a number of uses for this reptile. Its primary use is that it regulates the body temperature of the sauromorph, especially when in sunlight. As a result, large numbers of these creatures can be found basking in the sun, especially in the early morning.

During the afternoon, these creatures become much more active aggressively chasing down prey with surprising speed and vigor as opposed to their otherwise sluggish demeanor. This sudden surge of energy is believed to be caused by sunlight which drastically accelerates their metabolism and even allows them to heal from their injuries.

SAILBACK SAURIAN TACTICS

For the majority of their time, the sailback saurian is a rather relaxed creatures constantly basking in the sun to conserve energy. Once the sun reaches the highest point in the sky, these creatures become hyperactive, actively searching for small prey for them to devour. This is when they are the most dangerous, as they become unnaturally agile and vicious. However as dusk approaches, these creatures return to their passive state seeking to find shelter to await until the sun rises again.

SAILBACK SAUROMORPH

Large Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 45 (6d10+12)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	10(+0)	15(+2)	2(-4)	10(+0)	5(-3)

Skills Perception +2

Damage Resistances Cold, Fire

Senses passive Perception 12

Proficiency Bonus +2

Challenge 2 (450 XP)

Insulated Body The sauromorph and creatures within 5ft. of the sauromorph gains resistance to fire and cold damage. They are also unaffected by extreme temperatures caused by environment.

SOLAR BLOODED

While in sunlight, the sauromorph gains the following traits:

Regeneration As long as it has 1 hitpoint, it can regain 5 hitpoints at the start of its turn and can end one of the following conditions of itself: blinded, deafened, paralyzed, poisoned, and stunned.

Adrenaline It can take the Dash action as a bonus action. When it takes the Attack action, it can make one additional bite attack as part of its action.

Actions

Bite. *Melee Weapon Attack* +4 to hit:, 10ft., , one target. *Hit* 8(1d12+2) piercing damage.

STONEBACK SAUROMORPH

Huge Beast, unaligned

Armor Class 17 (Natural Armor)

Hit Points 126(12d12+48)

Speed 30ft., swim 30ft.

STR

DEX

CON

INT

WIS

CHA

19(+4)

10(+0)

19(+4)

2(-4)

10(+0)

5(-3)

Skills Athletics +7, Perception +3

Senses darkvision 60ft., passive Perception 13

Proficiency Bonus +3

Challenge 8(3900 XP)

Predatory Nature The sauromorph has advantage on saving throws against being frightened. It is immune to being frightened by creatures smaller than it or if that creature possesses the Apex Predator or Predatory Nature ability..

Predatory Rivalry When the sauromorph takes the attack action against a creature with the Apex Predator or Predatory Nature ability, it can make one additional bite attack against that creature as part of its action. Additionally, attacks against that creature has advantage.

Siege Monster The sauromorph deals double damage to objects and structures

Spined Body Creatures that grapple or hit it with a melee attack while within 5ft. of it takes 7(2d6) piercing damage.

Relentless If the stoneback sauromorph is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Actions

Multiattack The sauromorph can make a bite and tail attack.

Bite. *Melee Weapon Attack* +7 to hit:, 5ft., , one target. *Hit* 23(3d12+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the sauromorph can't bite another target. For the duration of this grapple, it can use its bonus action to make an additional bite attack against that creature.

Tail *Melee Weapon Attack* +7 to hit:, 10ft., , one target. *Hit* 21(3d10+4) bludgeoning damage. If the target is a creature, it must succeed a DC 17 Strength save or be knocked prone.

STONEBACK SAUROMORPH

The stoneback sauromorph is the largest of all sauromorphs. It possesses an innate hatred and rivalry against its more evolved cousins, especially venators. These reptiles are always seeking the opportunity to challenge venators for their status as an apex predator. In fact, this creature specifically targets other predators as its source of prey.

Although other predators are its preferred prey, it is still an extremely dangerous creatures as it will not hesitate to hunt smaller and weaker prey which would include humanoids.

The stoneback is well equipped to hunt such dangerous prey. Its hide resembles that of a crocodile and is covered with a series of extremely sharp spines to harm any attackers that gets to close. However, its greatest advantage is its relentless endurance which allows it to recover from otherwise lethal blows making it nearly impossible to kill.

STONEBACK SAUROMORPH TACTICS

The stoneback saurian prefers to face any threat head-on with no hesitation as very few creatures are able to frighten it. Thanks to its superior durability, it excels in close range combat using its powerful tail to knock opponents off-balance while using its powerful jaws to place its prey in a death hold.

However, the stoneback sauromorph is at its most powerful when attacking other apex predators as it erupts into a primal fury. Because of its specialization, they are often tamed as war beasts as they are unfazed by the chaos of battle and are able to quickly eliminate enemy war beasts with little difficulty.

SWAMP SAUROMORPH

Large Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 68(8d10+24)

Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	11 (+0)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses passive Perception 12

Damage Resistances Acid

Damage Immunities Poison

Condition Immunities Poisoned

Proficiency Bonus +2

Challenge 3(700 XP)

Stench Creatures other than the sauromorph that first enters or starts its turn with 10ft. of the sauromorph must succeed a DC 13 Constitution saving throw or be poisoned until the end of its next turn. Creatures poisoned in this manner cannot take actions as it spends its turn writhing. On a successful save, creatures are immune to being poisoned in this manner for 24 hours.

Stubborn The glutton sauromorph has advantage on saving throws against being charmed. Upon a successful save, it is immune to being charmed by that creature for the next 24 hours.

Poisonous Body Creatures that grapple it or hit it with a melee attack while within 5ft. of it are poisoned until the end of its next turn,

Bloated Demise When it drops to 0 hitpoints, its body releases toxic gases from its bloated body. Creatures within 10ft. of it must succeed a DC 13 Constitution saving throw or take 14 (4d6) poison damage on a failed saving throw. On a successful saving throw, it takes half damage.

Actions

Multiattack The sauromorph can make a bite and tail attack.

Bite. *Melee Weapon Attack* +5 to hit:, 5ft., , one target. *Hit* 8(1d8+3) piercing damage.

Tail *Melee Weapon Attack* +5 to hit:, 10ft., , one target. *Hit* 9(1d10+3) bludgeoning damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

SWAMP SAUROMORPH

The swamp sauromorph prefers to live in the most vile of environments such as bogs, swamps, and occasionally sewers. These large reptiles are perpetually shrouded in a nauseating cloud that acts as a deterrent against predators. Interestingly enough, swamp sauromorphs are unaffected by this odor and actually are attracted to it. As a result, many of these reptiles begin to flock together causing the surrounding regions to give off a putrid aroma.

SWAMP SAUROMORPH TACTICS

These creatures are content to being left alone to feed or scavenge on anything they find. Despite their peaceful attitude, they can be quite temperamental if their meal or slumber is interrupted. However, they will only remain aggressive until their opponent gives up their assault or leave its established territory.

Attacking these creatures in close range can be quite a challenge due to their putrid odor that makes it hard to breathe and not to mention their extremely toxic skin. However, their worst ability is actually when they are killed. As they die, all the toxic gases and sludge stored within their form actually begins to cause its body to bloat and explode infecting any creature that is too close.

Because of these putrid traits, very few creatures actually want to fight these reptiles and simply leave them alone.

CAVE SAUROMORPH

Large Beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 68(8d10+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	11(+0)	16(+3)	2(-4)	10(+0)	5(-3)

Skills Athletics +5, Perception +2

Senses blindsight 120ft., passive Perception 12

Condition Immunities Blinded

Proficiency Bonus +2

Challenge 3(700 XP)

Hypnotic Lure Creatures other than the sauromorph that first enters or starts its turn with 30ft. of the sauromorph and can see it must succeed a DC 13 Wisdom saving throw. On a failed save, creatures are charmed by the sauromorph for one minute. Charmed creatures must spend all of its movement and its action to move as close as it can to the sauromorph. If it is already within 5ft. of the sauromorph, its movement speed is 0 and is considered incapacitated. Creatures can repeat its saving throw at the end of each of its turns or whenever it takes damage. On a successful save, creatures are immune to being charmed in this manner for 24 hours.

Bioluminescence The sauromorph has advantage on saving throws against spells and magical effects. The bioluminescence can emit a bright light in a 10ft. radius and dim light an additional 10ft.

False Appearance While motionless, the sauromorph is indistinguishable from a rock

Spider Climb The cave sauromorph can climb difficult surfaces without having to make an ability check.

Actions

Bite. *Melee Weapon Attack* +5 to hit:, 5ft., , one target. *Hit* 16(2d12+3) piercing damage. f the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained and the sauromorph can't bite another target. For the duration of this grapple, it can use its bonus action to make an additional bite attack against that creature.

CAVE SAUROMORPH

Of all its kin, the cave sauromprph is the most bizarre. Its appearance is rather alien in nature due to its eyeless face, twisted maw, and a hypnotic lure on its forehead to attract prey.

Despite its similar appearance to that of the angler fish, the cave sauromorph is a completely terrestrial organism and lives deep underground preying on anything that it can get its toothy fangs on.

This creature lurks in the darkest corners of the Underdark using its bioluminescence to lure its prey using its hypnotic glow. It is able to disguise its true form by remaining completely still, only striking when its prey gets to close.

CAVE SAUROMORPH TACTICS

Unlike its other kin, the cave sauromorph is a ambush predator. Due to its squat stature, it is surprising slow in comparison to some of its prey. As a result, it must take full advantage of taking down its prey in a single strike

Its primary weapon is its hypnotic lure to incapacitate its opponents by sending it into a trance. While in this trace like state, the cave sauromoprh can strike using its terrifying jaws to tear through its prey's flesh with ease.

The hypnotic lure can also serve a defense mechanism to allow the cave sauromorph to quickly incapacitate potential enemies long enough for it to make its escape or to slip away with its prize before its can be stolen.

FLUFFY SAUROMORPH

Small Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 13 (2d6+6)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	16 (+3)	2 (-4)	10 (+0)	15 (+2)

Skills Persuasion +6

Senses , passive Perception 12

Proficiency Bonus +2

Challenge 1/8 (25 XP)

Fluffy Charm Whenever the fluffy sauromorph is targeted with an attack or harmful spell effect, that creature must succeed a DC 12 Wisdom saving throw. On a failed saving throw, that creature cannot target the sauromorph and the creature must target another creature or lose the attack or spell. This ability does not affect area attacks. On a successful save, creatures are immune to this feature for 24 hours.

Limited Attention Span The fluffy sauromorph can use its action to end the effect of charm or fear.

Actions

Bite. *Melee Weapon Attack* +2 to hit:, 5ft., , one target. *Hit* 5(1d8) piercing damage.

Nuzzle(1/day) A creature that touches the fluffy sauromorph must succeed a DC 12 Charisma saving throw. The creature can choose to fail the saving throw if it wishes. Upon a failed saving throw, it can suppress the effects of a charm or fear one that creature for one hour.

FLUFFY SAUROMORPH

The fluffy sauromorph is the adorable progenitor of all dinosaurs and even sauromorphs. These tiny reptiles resembles tiny four-legged venators covered in a thick layer of down feathers. Their cute and innocent forms are able to pacify even the hardest or bloodthirsty of creatures causing them to lose all aggression towards it. In fact, there have been accounts where nearby animals (herbivores and carnivores alike) have all attacked a creature that had the audacity to harm the saurling.

Because of their lovable nature, fluffy sauromorphs are extremely popular pets. However they can prove to be extremely hard to train do to their extremely limited attention span. Their distracted nature can make them extremely brave or reckless as they can quickly forget the looming threat of a larger more intimidating creature.

However, their need for attention does have its benefits as they have been able to lovable personality has been able to break through the haze of fear or charm, even when magically induced.

FLUFFY SAUROMORPH TACTICS

Despite their carnivorous nature, fluffy sauromorph are hardly aggressive. Their diet consists of small bugs and animals but they often end up playing with their food more often than eating it. The most "aggressive" these creature can get are whenever they enter into playful fights with other animals.

However despite their tiny form, they do possess an extremely powerful bite that can severely injure a humanoid if it is not careful.



DAGGERTOOTH SAUROMORPH

Daggertooths are one the smallest but most common type of sauromorph. These reptiles are extremely social predators traveling in packs of 11(2d10) to hunt down much larger prey.

Despite their smaller size, they are surprisingly strong and brutal capable of overpowering other predators such as raptors and wolves. These creatures also make a habit of challenging larger predators using their superior numbers and relentless tenacity to steal their kills.

Because of their aggressive tendencies, keen sense of smell, and coordination as a pack, many are trained to act as guard beasts or scouts to seek and destroy enemies. However, training this creatures is an extensive process as one must hone and channel their natural fury in a way where they will not turn on their masters.

DAGGERTOOTH SAUROMORPH TACTICS

If hungry enough, daggertooths will attempt to hunt any creatures they wish given they have enough numbers at their size. While hunting, they tend to divide their packs into small squad of 3(1d4) wherein they can take turn harass their opponent or leading them into an ambush.

When challenged by another predator or additional reinforcements, the daggertooths will redirect their attacks to focus on the most threatening creatures to quicklinh eliminate it using their bone-crushing jaws.

They are also quite clever, using their ability to climb nearly any surface to gain an advantage on opponents such as dropping down from the ceiling or a tree onto unsuspecting prey.

DAGGERTOOTH SAUROMORPH

medium Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 30(4d8+12)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16(+3)	11(+0)	16(+3)	2(-4)	15(+2)	15(+2)

Skills Athletics +5, Stealth +4, Perception +6

Senses passive Perception 16

Proficiency Bonus +2

Challenge 2(450 XP)

Aggressive The sauromorph can use its bonus action to move up to its movement speed against a hostile creature it can see.

Fury When the sauromorph is below half its hitpoint maximum, it can make an additional bite attack as part of its Attack action.

Keen Smell The sauromorph has advantage on Wisdom(Perception) checks relying on smell

Pack Tactics The sauromorph has advantage on an attack roll against a creature if at least one of the sauromorph's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Spider Climb The sauromorph can climb difficult surfaces without having to make an ability check.

Dauntless The daggertooth sauromorph has advantage on saving throws against being frightened. Upon a successful save, it is immune to being frightened by that creature for the next 24 hours.

Actions

Bite. *Melee Weapon Attack* +5 to hit; 5ft., , one target. *Hit* 10(1d12+3) piercing damage.



DEMIREX

The demirex is an ancient predator believed to be one of the first dinosaurs to ever walk the Material Plane. These titanic beasts used to travel across the realm devouring anything within its path of destruction and ruin. Because of their immense power, many early civilizations viewed them as instruments of destruction used by the gods. Many civilizations worshipped these elder gods in hopes of evading the hungry gaze of these titans or to summon their wrath against their enemies.

However, one by one these titanic beasts were eventually slain to stop their cataclysmic rampages. However, it is believed that a number of these creatures still remain on the Material Plane placed in an eternal sleep in order to protect ancient ruins or awaiting the call of their divine masters.

DEMIREX TACTICS

An awakened demirex is a terrifying entity to behold, akin to destruction given flesh. Its very presence instills a sense of existential dread that breaks the will of all but the hardest of heroes. Its most primary form of attack resides in its set of three colossal maws that it uses to devour any creature in its path.

Despite essentially being an oversized venator, it does have a wide range of abilities at its disposal to eliminate airborne threats as it is able to bury its enemies underneath tons of earth and debris.

However, its most powerful ability is its earthshattering roar that can shatter the eardrum of its enemies, knocked airborne creatures from the sky, and even flatten entire cities.

DEMIREX

Gargantuan Monstrosity, unaligned

Armor Class 17 (Natural Armor)

Hit Points 420 (36d20+252)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	24 (+7)	8 (-1)	17 (+3)	19 (+4)

Saving Throws: Str+17, Con +14, Wis +9, Cha +11

Skills Athletics +24, Perception +10, Intimidation +18

Senses darkvision 120ft., blindsight 120ft., passive Perception 20

Proficiency Bonus +7

Challenge 22(41000 XP)

Apex Predator The demirex advantage on attack rolls against creatures frightened by it.

Frightful Presence Creatures that first enter or start its turn within 120ft. of the demirex must succeed a DC 22 Wisdom saving throw or become frightened until the end of its next turn. Upon a successful saving throw, creatures can end the effect and is immune to being frightened in this manner for the next 24 hours.

Fear Sense The demirex can pinpoint the location of a frightened creature within 300ft. of it.

Legendary Resistance (3/day) The demirex can choose to succeed a saving throw that it fails. Upon using this feature, it can use a Shattering Roar.

Magical Attacks The demirex's attacks counts as magical for the purpose of overcoming resistance and immunity

Magical Resistance The demirex's attacks has advantage on saving throws against spells and magical effects.

Predatory Nature The demirex has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it

Primal Fortitude If it starts its turn with 0 hitpoints, it can make a DC 10 Constitution saving throw, to regain 1 hitpoint. Upon each success, the DC for this ability increases by 5. This DC resets after it takes a short or long rest.

Primal Rage(1/short rest) When it starts its turn below half its hitpoint maximum, it takes gains resistance to all damage and is immune to being charmed or frightened. Upon using this feature, it regains all expended legendary resistances as well fully charges its Shattering Roar.

Siege Monster The demirex deals double damage to objects and structures

Titanic Form The Demirex has advantage on Strength and Constitution saving throws.

Titanic Frame When the demirex fails a Constitution saving throw, it takes half damage. Upon a successful saving throw, it takes no damage.

Actions

Multiattack The Demirex can make three bite attacks and one tail attack. It cannot make a tail attack against a creature hit by its bite. It can substitute a tail attack for a boulder strike.

Bite. *Melee Weapon Attack, +17 to hit:*, 10ft., , one target. *Hit* 36(4d12+10) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 25).

Until this grapple ends, the target is restrained and the demirex can't bite another target. It can use its bonus action to make an additional bite attack against a creature grappled in this manner.

This bonus action can be used to make a single bite attack against all grappled targets.

Tail. *Melee Weapon Attack, +17 to hit:*, 20ft., , one target. *Hit* 32(4d10+10) bludgeoning damage. Creatures must succeed a DC 25 Strength saving throw or pushed back 20ft. and knocked prone.

Boulder. *Melee Weapon Attack, +17 to hit:*, 300/1200ft., , one target. *Hit* 33(4d12+10) bludgeoning damage. Creatures must succeed a DC 25 Strength saving throw or pushed back 20ft. and knocked prone and restrained. It must uses its action to make a successful DC 25 Strength saving throw to get from being pinned by the boulder.

Shattering Roar (Recharge 5-6) Creatures within 300ft. of the demirex must succeed a DC 22 Constitution saving throw or take 77 (14d10) thunder damage. On a failed save, creatures are knocked prone, stunned, and deafened for one minute. At the end of each of its turns, creatures can repeat its saving throw to end the effect.

On a successful saving throw, creatures take half damage.

Legendary Actions(3/turn)

Devour(1 action) The demirex can make a one bite attack against one grappled target

Legendary Resilience(1 action) The demirex can choose to end one condition or spell effect of its choice that is affecting it

Trampling Charge(1 action) The demirex can move up to 50ft. to a location that it can see. This movement does not provoke opportunity attack. Creatures within a 30ft. radius of its path must succeed a DC 25 Strength saving throw or fall prone.



WORLDSPINE SAURIAN

The worldspine saurian is believed to be the mountain-sized ancestor of all herbivorous dinosaurs. Myths describe this creature as a tower behemoth that possesses a number of colossal spine that it is able to rain down upon its foes.

Just like the demirex, the worldspine saurian is viewed as a divine harbinger of destruction due to the trail of ruin left in its wake. It is believed that the worldspine saurian was a weapon created by the ancient gods to punish those who rebelled against their will; while others served as ancient guardians of ancient cities or relics to challenge those whom the gods viewed as unworthy.

WORLDSPINE SAURIAN TACTICS

Regardless of the purpose of its existence, the worldspine saurian is dire threat when its anger is aroused. Unlike the demirex, the worldspine saurian is a much more defensive fighter. Thanks to its superior durability, it saurian is able to shrug off most forms of mundane weaponry.

Since the saurian is at its strongest while in close combat, its primary goal is to immobilize or eliminate any opponent with ranged capabilities or superior mobility using its tail spines. Once such threats are taken out of the equation, the saurian will proceed to use its sheer size and strength to crush any creature in its immediate path.

ARMORED SAUROMORPH

Gargantuan Monstrosity, unaligned

Armor Class 20 (Natural Armor)

Hit Points 360 (20d20+140)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
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29(+9)	11 (+0)	24 (+7)	8 (-1)	17 (+3)	15 (+2)
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Saving Throws: Str +16, Con +14, Wis +10, Cha +9

Skills Athletics +22, Perception +10, Intimidation +18

Condition Immunities Stunned

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Senses darkvision 120ft., blindsight 120ft., passive Perception 20

Proficiency Bonus +7

Challenge 22(41000 XP)

Siege Monster The saurian deals double damage to objects and structures

Frightful Presence Creatures that first enter or start its turn within 120ft. of the saurian must succeed a DC 22 Wisdom saving throw or become frightened until the end of its next turn. Upon a successful saving throw, creatures can end the effect and is immune to being frightened in this manner for the next 24 hours.

Magical Attacks The saurian's attacks counts as magical for the purpose of overcoming resistance and immunity

Magical Resistance The saurian's attacks has advantage on saving throws against spells and magical effects.

Titanic Form The saurian has advantage on Strength and Constitution saving throws.

Titanic Frame When the saurian fails a Constitution saving throw, it takes half damage. Upon a successful saving throw, it takes no damage.

Primal Frenzy When it starts its turn below half its hitpoint maximum, it is immune to being charmed or frightened. When it takes the Action, it can make an additional bite, tail attack, or spine attack on its turn..

Primal Fortitude If the saurian starts its turn with 0 hitpoints, it can make a DC 10 Constitution saving throw, to regain 1 hitpoint. Upon each success, the DC for this ability increases by 5. This DC resets after it takes a short or long rest.

Legendary Resistance (3/day) The saurian can choose to succeed a saving throw that it fails.

Spiked Body When a creature grapples or hits the saurian with a melee attack while within 10ft. of it, it takes 13(2d12) piercing damage.

Actions

Multiattack The saurian can make a bite and one tail attack. It cannot make a tail attack against a creature hit by its bite.

Bite. *Melee Weapon Attack, +16 to hit:*, 10ft., , one target. *Hit* 32(8d6+9) bludgeoning damage.

Tail. *Melee Weapon Attack, +16 to hit:*, 30ft., , one target. *Hit* 22(2d12+9) piercing damage + 13(2d12) bludgeoning damage. Creatures must succeed a DC 24 Constitution saving throw or be knocked prone and stunned until the end of its next turn.

Tail Spike. *Range Weapon Attack, +16 to hit:*, 300/1200ft., , one target. *Hit* 35(4d12+9) piercing damage . Creatures must succeed a DC 24 Strength saving throw or become restrained. It must use its action to break free from the spike making a successful Strength saving throw.

Needle Storm (Recharge 5-6) Creatures within 300ft. of the sauromorph must succeed a DC 24 Dexterity saving throw or take 91 (14d12) piercing damage and are restrained. Restrained creatures must use its action to break free with a Strength DC of 24. On a successful saving throw, creatures take half damage.

Bonus Actions

Stomp *Melee Weapon Attack, +16 to hit:*, 10ft., , one prone target. *Hit* 31(4d10+9) bludgeoning damage

Legendary Actions(3/turn)

Trample(1 action) The saurian can make a stomp attack against a prone creature.

Legendary Resilience(1 action) The saurian can choose to end one condition or spell effect of its choice that is affecting it

Trampling Charge(1 action) The sauromorph can move up to 50ft. to a location that it can see. This movement does not provoke opportunity attack. Creatures within a 30ft. radius of its path must succeed a DC 24 Strength saving throw or fall prone.



SKYBREAKER DACTYL

Of all apex saurians, the skybreaker is the supreme ruler of the skies. The sound of perpetual thunder and supernatural tempests often serve as a omen to an oncoming skybreaker. These creatures resembles an dactyl of colossal proportions who massive leathery wings dwarfs all but the tallest of buildings.

Unlike the other apex saurians, the skybreaker seems to only act primarily as a divine harbinger of devastation for it has never been recorded as a guardian of long lost temples. During the wars between the ancient gods, dozens of these creatures patrolled the skies swooping down upon the armies of their enemies and leveling their strongholds.

SKYBREAKER DACTYL TACTICS

Despite its enormous size, the skybreaker dactyl is still extremely vulnerable when grounded. Therefore, the skybreaker prefers to rely of skirmisher tactics by divebombing its foes before flying outside its opponent's reach.

In combat, its first goal is to target the largest threat ensnaring it within its jaws and claws, while using its wings to shove away any stragglers. It then proceeds to fly as high as it cannot before dropping its quarry (whether dead or alive).

If creatures proceed to take to the skies after it, it is able to its naturally generated tempests to knock its opponent out of the sky. If its opponent proves to still be persistent, it will use its whirlwind to send any creature in its vicinity hurtling towards the ground.

SKYBREAKER DACTYL

Gargantuan Monstrosity, unaligned

Armor Class 17 (Natural Armor)

Hit Points 252 (16d20+96)

Speed 30ft., 120ft. fly

STR	DEX	CON	INT	WIS	CHA
25(+7)	13(+1)	23(+6)	12(+1)	20(+5)	20(+5)

Condition Immunities Charmed, Frightened, Stunned
Saving Throws: Str +15, Dex +7, Con+12, Wis +12, Ch +12

Skills Athletics+13, Acrobatics +13, Perception +17, Intimidation +11

Senses blindsight 120ft., passive Perception 27

Proficiency Bonus +6

Challenge 20(25000 XP)

Siege Monster The dactyl deals double damage to objects and structures

Frightful Presence Creatures that first enter or start its turn within 120ft. of the dactyl must succeed a DC 20 Wisdom saving throw or become frightened until the end of its next turn. Upon a successful saving throw, creatures can end the effect and is immune to being frightened in this manner for the next 24 hours.

Flyby The skybreaker dactyl doesn't provoke an opportunity attack when it flies out of an enemy's reach

Magical Attacks The dactyl's attacks counts as magical for the purpose of overcoming resistance and immunity

Magical Resistance The dactyl's attacks has advantage on saving throws against spells and magical effects.

Dive Attack If the skybreaker dactyl is flying and dives at least 60 feet toward a target and then hits with a bite attack, the attack deals an extra 33 (6d10) damage to the target.

Gale Wings While airborne, the dactyl benefits from the following features.

- Ranged attacks have disadvantage against it. Any ranged weapon attacks that hit deal half damage to the dactyl.
- Huge or smaller creatures that start its turn or first enters within 30ft. of the dactyl must succeed a DC 21 Strength saving throw or be pushed back 10ft. and fall prone. Upon a successful saving throw, it is not pushed back but must treat this area as difficult terrain.

Legendary Resistance (3/day) The dactyl can choose to succeed a saving throw that it fails. Whenever it uses a legendary action, it can fly up to half its movement speed without provoking opportunity attack

Actions

Multiattack The dactyl can make a bite, a wing, and two claw attacks.

Bite. *Melee Weapon Attack, +13 to hit:*, 10ft., , one target. *Hit* 40(6d10+7) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained and the dactyl can't bite another target.

It can use its bonus action to make an additional bite attack against a creature grappled in this manner.

Claw. *Melee Weapon Attack, +13 to hit:*, 5ft., , one target. *Hit* 23(3d8+7) slashing damage. If the target is a Large or smaller creature, it is grappled and restrained (escape DC 21).

Wing *Melee Weapon Attack,+13 to hit:*, 30ft., , all targets within range. *Hit* 28(3d12+7) bludgeoning damage. Creature's hit by the attack must succeed a DC 21 Strength saving throw or be pushed back 10ft. and fall prone. The tyrant dactyl can fly up to 60ft. as part of this action.

Whirlwind(Recharge 5-6) Creatures within 120ft. of the dactyl must succeed a DC 21 Strength saving throw. On a failed saving throw, creatures take 66 (12d10) thunder damage and are pushed back 30ft. and knocked prone. On a successful saving throw, it takes half damage and is not pushed or knocked prone.

Legendary Actions (3/turn)

Resilience(1 action) The dactyl can end one condition or spell effect on it.

Wing Attack (1 Action) The dactyl can force all creature in a 30ft. radius to make a DC 21 Strength saving throw. On a failed saving throw it is knocked prone. The dactyl can fly up to its movement without provoking opportunity attack.

Deafening Shriek(2 actions) Creatures within 60ft. of the dactyl must succeed a DC 21 Constitution saving throw or become stunned and deafened until the end of its next turn.



ELDERDEEP LEVIATHAN

In the earliest days of the Material Plane, there were many things that lurked in the depths of the sea that even krakens and dragon turtles feared. One of these creatures is the elderdeep leviathan. The existence of these creatures have been the subject of debate amongst scholar and historians as many believe these creatures have been simply the description of pre-existing thalassic monsters.

However, the existence of these creatures have been confirmed as they have manage to survive to modern day after the ancient wars of the gods. Today, these creatures roam free awaiting the call of their divine masters. Despite having lost their purpose, they still revert to their prior instructions battling krakens and other entities to drive them from the Material Planes.

Thankfully these creatures seem to leave humanoids alone unless their divine sanctuaries have been disturbed or if someone attempts to forcibly bind them to their will. However, one can never be sure how long this peace will last for their demeanor may completely shift once they start hearing the call of their true masters.

ELDERDEEP LEVIATHAN TACTICS

In contrast to its immense size, the leviathan is quite strategic in its tactics. In combat, its primary goal is to quickly remove the most dangerous opponent from the battlefield by swallowing it whole. It will uses its tail to immediately stun the next prevalent threat, primarily a creature that is too large for it to swallow. Despite its huge form, the leviathan has lightning fast reflexes and is able to quick swallow any creatures that attempts to leave its reach

Unless absolutely necessary, the elderdeep leviathan prefers to engage its enemy while it is underwater. While under, it most powerful ability, it Thalassic Breath, becomes much more potent. In order to make the most of this ability, it will use its Riptide ability to maneuver creatures into the path of its breath.

ELDERDEEP LEVIATHAN

Gargantuan Monstrosity, unaligned

Armor Class 20 (Natural Armor)

Hit Points 592 (32d20+256)

Speed 30ft., 60ft. swim

STR	DEX	CON	INT	WIS	CHA
28(+9)	15 (+2)	26(+8)	12 (+1)	17 (+3)	20 (+5)

Damage Immunities Acid, Cold

Saving Throws: Str+6, Con +15, Wis+10, Cha +12

Skills Athletics+17, Stealth +9, Intimidation+12, Perception+10

Senses darkvision 120ft., blindsight 120ft., passive Perception 22

Challenge 26(90000 XP)

Apex Predator The leviathan advantage on saving throws against being frightened and cannot be frightened by creatures smaller than it.

Siege Monster The leviathan deals double damage to objects and structures

Frightful Presence Creatures that first enter or start its turn within 120ft. of the leviathan must succeed a DC 22 Wisdom saving throw or become frightened until the end of its next turn. Upon a successful saving throw, creatures can end the effect and is immune to being frightened in this manner for the next 24 hours.

Amphibious The leviathan can breathe in air and in water

Magical Attacks The leviathan's attacks counts as magical for the purpose of overcoming resistance and immunity

Magical Resistance The leviathan's attacks has advantage on saving throws against spells and magical effects.

Reactive Strike The elderdeep leviathan can take one reaction on every turn in combat. This reaction can be used to make a bite attack

Legendary Resistance (3/day) The leviathan can choose to succeed a saving throw that it fails.

Titanic Constitution When the leviathan fails a Constitution saving throw against an effect that deals damage, it takes half damage. On a successful saving throw, it takes no damage.

Titanic Form The leviathan has advantage on Strength and Constitution saving throws

Actions

Multiattack The leviathan can make a bite and one tail attack on its turn. It cannot use a bite and tail attack on the same creature.

Bite. *Melee Weapon Attack, +15 to hit:*, 10ft., , one target. *Hit* 59(8d12+7) piercing damage. If the creature is Huge or smaller, it must succeed a DC 23 Strength saving throw or become swallowed.

A swallowed creature is blinded and restrained and has total cover from attack and effects outside of the venator. While inside the leviathan, the creature take 36(8d8) bludgeoning + 36(8d8 acid) damage at the start of each of the leviathan's turns.

If the leviathan takes damage, it must succeed a Constitution saving throw equal to half the damage dealt by the swallowed creature(minimum 10). On a failed saving throw, the leviathan regurgitates all swallowed creature which fall prone in a space within 10ft. of the leviathan.

If the leviathan dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 20ft. of movement exiting prone.

Tail. *Melee Weapon Attack, +15 to hit:*, 20ft., , one target. *Hit* 49(8d10+9) bludgeoning damage. Creatures must succeed a DC 23 Constitution saving throw or be knocked prone and stunned until the end of its next turn.

Breath of the Deep(Recharge 5-6) Creatures within a 300ft. cone originating from the must succeed a DC 23 Constitution saving throw. On a failed saving throw, creatures take 44 (8d10) cold + 44 (8d10) acid damage. If fully submerged underwater, this attack deals 66(12d10) cold +66(12d10) acid damage.

Legendary Actions (3/turn)

Dive(1 action) The leviathan can swim up to its movement speed without provoking opportunity attack.

Resilience(1 action) The leviathan can end a condition or status effect on it of its choice.

Riptide(1 action) Creatures within 60ft. of the leviathan must succeed a DC 23 Strength saving throw or be pulled or pushed 30ft towards the leviathan. Creatures without an innate swimming speed have disadvantage on this saving throw.



DIVINE VENATOR

Of all apex dinosaurs, the divine venator is believed to be an avatar of divinity itself. These creatures are much smaller than other apexes and can actually be confused as a normal dinosaur. Although they have the ability take the form of any normal dinosaur, their true form seems to always resemble that of a venator. One of the distinguishing traits that gives away its true nature is a divine glow or radiance or shadow that it emits from its eyes depending on its form.

The divine venator is considered to be an aspect of both creation and extinction and is only believed to appear in times of great cataclysm or rebirth. Due to their dual nature, these creatures actually have two forms. As for its creation aspect, it has the ability to bring creatures at itself fully from the brink of death. Meanwhile, the extinction avatar is the true aspect of destruction capable of completely destroying a creature's soul preventing it from being resurrected or being turned into an undead.

DIVINE VENATOR TACTICS

The divine venator is arguably the most powerful of all apex dinosaurs. Thanks to its divine abilities, it is extremely resilient hide is able to repel most mundane weapons and can heal itself from the most devastating of wounds. Despite its divine appearance, its tactics are similar to that of a normal venator using its jaws to restrain strong melee opponents while using its tail to knock the next most powerful threat off-balance so it can use its gleaming claws to tear it apart.

However, its most powerful abilities are its Roar of Creation and Extinction. If the fight is not in its favor, it will use its roar of creation to mend its wounds while its roar of extinction will enable it permanently eliminate its opponents for good.

The divine venator will never back down from a fight, even if it is losing, for it will attempt to accomplish its divine mission no matter the cost. When the divine venator is first defeated, it will simply return to life at full strength using its creation revival ability. If its opponent manages to fully defeat it, it is able to fully unleash the true force of extinction destroying its own body and erasing its opponents from existence.

DIVINE VENATOR

Huge Monstrosity, unaligned

Armor Class 21 (Divine Scale)

Hit Points 252 (24d12+96)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	10(+0)	19(+4)	17(+3)	19(+4)	19(+4)

Condition Immunities Charmed, Frightened, Stunned

Damage Resistances Non-magical bludgeoning, piercing, slashing

Damage Immunities Radiant, necrotic

Saving Throws: Str +15, Con +12, Wis +12, Cha +12

Skills Athletics+15, Intimidation+12, Perception+12

Senses magical darkvision 120ft., blindsight 120ft., passive Perception 20

Proficiency Bonus +8

Challenge 26(90000 XP)

Siege Monster The venator deals double damage to objects and structures

Extinction's Avatar Creatures that first enter or start its turn within 120ft. of the venator must succeed a DC 20 Charisma saving throw or become turned until the end of its next turn. Upon a successful saving throw, creatures can end the effect and is immune to being turned in this manner for the next 24 hours.

Divine Form As an action, the venator can take the form of any Huge or smaller dinosaur. However its statistics remain the same regardless of its form.

Divine Scale The venator can add its Charisma modifier to its AC(already in statblock). At the start of each of its turns, it regains 30 hitpoints and can end any number of conditions or spell effects on it.

Divine Empowerment The venator's attacks counts as magical for the purpose of overcoming resistance and immunity. It deals an additional 9(2d8) radiant or necrotic damage on each of its melee attacks. (Included in the attack).

Magical Resistance The divine venator has advantage on saving throws against spells or magical effects.

Creation's Revival(1/day) Upon dropping to 0 hitpoints, the venator regains all of its hitpoints and creates of its choice within 30ft. of it regain 72 (16d8) hitpoints and ends an conditions affecting it. If a creature within the area has been dead for no longer than 1 minute, it is restored to life recovering a number of hitpoints equal to the amount restored.

Extinction's Demise Upon dropping to 0 hitpoints after expending its Creation's Revival ability, creatures within a 30ft. radius of the venator succeed a DC 20 Charisma saving throw. On a failed saving throw, creatures take 72 (16d8) radiant or necrotic damage. If a creature is reduced to below half its hitpoint maximum, it must succeed a DC 20 Charisma saving throw or be killed. Any creature reduced 0 hitpoints by this attack, it is instantly killed. Creatures killed in this manner cannot be revived by any means short of a *Wish* spell.

Legendary Resistance (3/day) The venator can choose to succeed a saving throw that it fails. Whenever it uses a legendary action, it recovers 30 hitpoints.

Actions

Multiattack The venator can make a bite, two claw, and one tail attack on its turn. It cannot use a bite and tail attack on the same creature.

Bite. *Melee Weapon Attack, +15 to hit:*, 10ft., , one target. *Hit* 32(4d12+7) piercing damage + 9 (2d8) radiant or necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 23). Until this grapple ends, the target is restrained and the divine venator can't bite another target.

It can use its bonus action to make an additional bite attack against a creature grappled in this manner.

Claw. *Melee Weapon Attack, +15 to hit:*, 5ft., , one target. *Hit* 16(2d8+7) slashing damage + 9(2d8) radiant or necrotic damage.

Tail. *Melee Weapon Attack, +15 to hit:*, 20ft., , one target. *Hit* 20(2d12+7) bludgeoning damage + 9(2d8) radiant or necrotic damage. Creatures must succeed a DC 19 Strength saving throw or be knocked prone.

ROAR ATTACK (RECHARGE 5-6)

The venator uses one of the following roar options:

Roar of Extinction. Creatures within a 60ft. radius of the venator must succeed a DC 20 Charisma saving throw. On a failed saving throw, creatures take 72 (16d8) radiant or necrotic damage. If a creature is reduced to below its hitpoint maximum, it must succeed a DC 17 Charisma saving throw or be killed. Any creature reduced 0 hitpoints by this attack, it is instantly killed. Creatures killed in this manner cannot be revived by any means short of a *Wish* spell. On a successful save, a creature only takes half damage and suffers no additional effects.

Roar of Creation Creatures of the venator's choice(including the venator) in a 60ft. radius of the venator regain 72 (16d8) hitpoints and ends an conditions affecting it. If a creature within the area has been dead for no longer than 1 minute, it is restored to life recovering a number of hitpoints equal to the amount restored.

Legendary Actions (3/turn)

Divine Flight(1 action) The venator gains a flying speed of 80ft. as is sprouts ethereal wings of light or shadow. It can move to a spot that it can see within range without provoking opportunity attack.

Gaze of Extinction(1 action) On creature that the venator can see must succeed a DC 20 Charisma saving throw. On a failed saving throw, creatures are considered frightened until the end of its next turn. While frightened in this manner, creatures have its movement speed reduced to 0 and it cannot recover hitpoints until the end of its next turn.

Creation's Gift(2 actions) The venator can recover 30 hitpoints and end any number of conditions or spell effects on it.

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